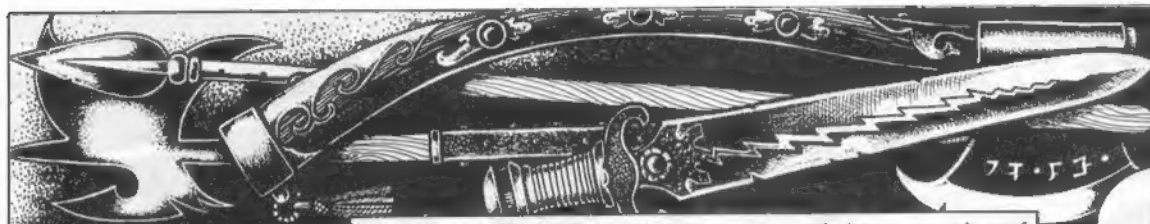


BLOOD BATH AT ORC'S DRIFT

A **WARHAMMER** SCENARIO PACK BY
IAN PAGE . GARY CHALK . JOE DEVER



FOREWORD



Welcome to **Orc's Drift** the first of a whole new series of Warhammer packs featuring a complete Warhammer Battle adventure. This scenario pack has been designed by Ian Page, Joe Daver and Gary Chalk - men whose extensive wargames tables have witnessed many scenes of carnage and slaughter. We present one incident from amongst many, the bloody and terrible campaign of **Orc's Drift**. Those whose quaking hands dare approach the contents of this box will uncover the following components.

2 sheets of full-colour card playing pieces which you can use instead of conventional metal models, or to bulk out your forces if you have insufficient metal models with which to fight the campaign.

6 sheets of full-colour card buildings designed by modelling and gaming expert Dave Andrews. Every building required for the campaign is included, and you will be able to use and reuse the models as part of further Warhammer adventures.

10 Command sheets, giving profiles of the troops and objectives for each unit. The Orc sheets are coloured red, the Men/Dwarfs/Elves blue.

The Games Master's Book, describing each battle in turn, how to set up and run the games, adjudicating victory, etc.

Full-colour poster map, detailing the lands of Ramalia, the setting for the conflict between the opposing forces.

I Bathed in Blood at Orc's Drift! - Sultably nasty badge for the Games Master to present to the victorious player, or perhaps with which to decorate his own worthy chest!

Orc's Drift has been designed specifically for use with the Warhammer Battle Rules - the second edition of the Warhammer game in the red box (WH2). If you use the original edition of Warhammer (WH1) for your battles then you will have to convert some of the characteristics.

All the fighting characteristics remain the same except for **Strength** and **Toughness**. To convert WH2 Strength to WH1 Strength deduct 1. So S2 in WH1 is S3 in the new Warhammer. To convert WH2 Toughness to WH1 Toughness first turn the number into a letter. A = 1, B = 2, C = 3, etc. Now deduct 1. So TB in WH1 is T3 in the new Warhammer. As explained above - this will only be necessary if you are using the original edition of Warhammer, the one in the slim pale-green box. Most Warhammer players now use the revised and extended second edition set.

The personal characteristics (Will Power, Cool, Leadership and Intelligence) are worked on an entirely different basis in the new and old editions of Warhammer. If using WH1, substitute standard racial values for the ones given.

BROMMEDJR
—
ELF
LEADER



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Game design by Ian Page, Gary Chalk and Joe Dever. Box art and internal artwork by Gary Chalk with maps by David Andrews. Cardboard characters by Tony Ackland, David Andrews and John Blanche. Card buildings by David Andrews.

Produced by Citadel Miniatures. Visual design and paste-up by Joanne Podoski.

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BLOOD BATH AT ORC'S DRIFT

INTRODUCTION

Orc's Drift is the first in a series of Warhammer mini-campaigns, designed to reflect the tactical and strategic considerations that, realistically, would form the background to a confrontation between opposing forces. The objective then, is to give the players a greater feel for the depth and broader precepts that would normally accompany any battle.

WELCOME TO THE PACK

This Warhammer scenario pack contains 3 separate scenarios:

Kachas Pass, Ashak Rise and Linden Way, plus the major battle scenario **Orc's Drift**.

Play is for 2 - 7 players and a Gamesmaster to act as a referee and co-ordinator. Any combination of players is possible, even if a player(s) should choose to drop out at the last moment. The Gamesmaster has been supplied with a table that deals with any such eventuality.

Each scenario is a game in its own right; a series of preliminary actions that give players the chance to weaken their opponents before the major battle. For those of you eager to jump straight into a no-holds barred combat to the death; tables are supplied to allow the Gamesmaster to resolve the preliminary actions.

HOW DOES IT WORK?

Firstly, the players and the Gamesmaster should familiarise themselves with the story entitled **F'yar's Revenge**. This serves to set the scene for the entire mini-campaign.

The three scenarios, Kachas Pass, Ashak Rise and Linden Way, represent the initial fighting between the army of the Orc chieftain F'yar and the small garrisons of the three frontier outposts that guard the only mountain passes of the Northland Wastes. They should be played prior to the main battle scenario at Orc's Drift. The outcome of these minor actions, especially the losses sustained by the Orc chief's army will later have a marked effect when (or if) they eventually reach and wage battle at the post at Orc's Drift.

Now read the story **F'yar's Revenge** before proceeding with the game itself.

F'YAR'S REVENGE

Far in the north west of the New World, beyond the lands of the Dark Elves but standing before the borders of the Northern Chaos Wastes, the Goblin Wars of Ramalla had come to their bitter end at last. An uneasy alliance between the colonial principalities of Elves, Dwarves and Men had united under the banner of the Half-Elf Laeron. This mighty warlord from the Old World had led them to victory against the invading Orc and Goblin hordes that came swarming from their nests beneath the Ramallian mountains of the Northern Wastes.

It was Laeron's winter campaign in the Kol Hills that finally brought the Goblin Wars to a decisive close. The Battle of Kol Fields was the last stand of the fleeing Goblin army. There, the Kwae Karr Orcs, led by King F'yar, were sent in rout from the field. Outmanoeuvred and out-foxed, the Kwae Karr were beaten into humiliating defeat, and it was only King F'yar's wyvern mount that saved him in the end. Taking flight into the mountains of the Northern Wastes, he went to ground and passed from memory.

And so it was, by unanimous consent, that the free peoples crowned King Laeron, Knight Commander of the Grand League of Ramalla. Strong in their unity, the independent nations were able to grow and extend their frontiers. Law-giver and guardian, King Laeron ruled wisely and a great peace endured for five years. During that time, F'yar the exiled Orc King, remained hidden in the mountains. Scorned by his own tribe and rejected by all other Orc and Goblin tribes of Ramalla, he schemed alone, waiting on the day that could restore his former glory.

"Filth. Son of cows and scum of pigs!" spat F'yar, shovelling another pile of wyvern's dung into a bucket.

With a hairy, clawed hand the Orc slapped the rump of the huge, winged reptile whose pen he was cleaning. The wyvern fluttered its wings and shifted slightly.

Another deposit of wyvern droppings thudded to the ground.

"Gah! Are your bowels never still?" F'yar scowled.

He dropped the bucket and spade with disgust and his habitual bow-legged walk, shambled from the pen.



Growling curses to himself, F'yar stamped along the stone gallery and into the huge open cave that had been his lair for the past five years. "Bagraah! Bagraah, ya' anivelling vulture, where are ya"? What's the word from the Kwae Karr, where are ya' hiding ya' stinking worm?" Slinking out from the shadows cast by the flickering torchlight, the hunched figure of Bagraah, Orc shaman of the Kwae Karr tribe, crept forward.

"Greetings mighty king, scourge of the Northlands, crusher of hearts".

"Cut the belly-crawling," F'yar snarled, "what's the word?" Bagraah's eyes narrowed.

"They refuse you still, your awesomeness," he said quietly.

"Cursed mongrels," F'yar raged, cowardly filth, holed up in their stinking hovels. King F'yar could lead them. King F'yar could claim the lands of those white-faced, plough-pushing dungheads in the south!"

"But...your foulness, you must make them believe, show them your power, restore the terror of your name.

"Yes-yes...power, terror!" F'yar cried, crooked arms held aloft, opened to the stoney roof of his squalid domain, "but how?" He pointed an accusing finger at Bagraah, a fanged grimace twisting his face.

"What of the prancing Half-Elf, the fairy King Laeron?"
 "It is the eve of the Ramaday Festival, oh demonic one," Bagrash replied.
 "The peoples of Ramalia celebrate their victory in the Goblin Wars. The King Laeron waits at the citadel of the city of Palesandre and his subjects journey there to pay him homage for his heroism in the wars."
 "A celebration eh?" said F'yar, through grated teeth.

Bagrash merely nodded. The raging king had fallen strangely silent, yellow eyes fixed to the floor in silent thought. Slowly, an idea began to dawn on F'yar and as it gradually took shape he began to cackle horribly. His throat, unused to the unfamiliar action of laughter, began to swell and contract uncontrollably.

"A jest, your vileness?" Bagrash enquired in a surprised tone of voice. F'yar had begun to whoop and howl like a jackal, his feet dragging to a strange whirling dance. "Of course...of course!" he wheezed and bayed, "... what sport!" he raved. "Revenge! sweet revenge...this they will never forget... never.. NEVER!"

F'yar's deranged rambling had risen to a frenzy of malice and spite. He gloated insanely, eyes rolling and teeth gnashing as he danced his madman's dance of delight. Bewildered, Bagrash withdrew and made to leave. Sure of the Orc King's loss of sanity. Just as Bagrash had turned, F'yar suddenly stopped and gestured obscurely. Eyes bulging, a rivulet of spittle dribbling from his mouth, he squeezed his fists together as if crushing a tiny bird with pleasure.



"You will see", he hissed. "You'll all see!" He began his crazy circling dance once more and Bagrash hurried from the cavern in fear, F'yar's lunatic laughter still echoing in his ears, like the pitiless exultation of a demon set free at last.

All day the celebrations had lasted. The city of Palesandre sang out its joy and the bells rang out their message of happiness and goodwill. The Ramaday Festival had come again and all the free peoples of Ramalia rejoiced. With gladful hearts, the Elves and Dwarfs and Men all praised the coming of King Laeron, their saviour. High upon the balcony of the King's Tower, Laeron gave his subjects a final wave and withdrew, tired but smiling. Now, the winter sky was filled with stars and the King made ready for the evening's banquet.

"Perion," Laeron called to his faithful servant, "bring me wine whilst I change my clothes and prepare for the feast".

"Gladly, my Lord", replied Perion with a smile.

Gracefully, the servant bowed, then turned and ran gaily down the stair to the cellars. Whistling a merry tune, Laeron opened his wardrobe and cast an appraising eye over his large collection of ceremonial cloaks and robes. Still in a little doubt, he looked to the royal bed where his doublet, breeches, hosiery and cod-piece had been thoughtfully laid out for him.

"The red I think", Laeron said to himself, lifting out his favourite cloak.

Meanwhile, Perion had been waylaid on his return from the cellars where he found a pressing need for delay: sampling and tasting of the many wines. Now, much the worse for drink, he staggered on a

landing and tried to make some kind of sensible conversation with the Steward of the Citadel, who was requesting an audience with the King before the feast.

"...But thash juht m'point 'ole son," slurred Perion, slapping the

steward affectionately on the back. "...King's busy," he waved dismissively, "...give 'im a chance will ya' - hasn't had a moment to hisself all day.

"You drunken fool," said the steward, "I have here the King's banquet speech. He will want to know what's in it".

"Suit yourself," said Perion, tottering slightly, "C'mon then".

The servant led the way back up the stairs, though they made slow progress as he staggered on his way. Finally, they reached the door of the King's chamber.

"Wait here," said Perion, awaying in the doorway.

With much fumbling and rattling of the door handle the servant entered. The steward waited impatiently, quietly fuming while a few moments passed. A gasp of horror came suddenly from inside the chamber as the door lurched open.

"The King! the King, he...he..." stammered Perion, his face blanched, body trembling with fright.

"What is it man?" said the steward, pushing the servant roughly to one side and striding through the door.

There on the floor lay the body of the King, curled and hunched in a foetal position, hands clutched to his groin and a pained expression fixed to his lifeless face.

"The King is dead," breathed the steward in disbelief, turning to the sobbing, sobered servant. "Master Perion," he said, "fetch Proctor Marple. A dead most foul has been done this night," he added, sadly.

"Murder," announced Proctor Marple, the man appointed to maintain the law of the Citadel of Palesandre, "a murder most cruel", he declared to the stunned nobles, there assembled in the dead King's chamber.

"But how was the ghastly deed done?" asked Finnorlay, the King's Privy councillor.

"Felled by a poisoned cod-piece as he dressed for dinner," Marple replied, brandishing the offending garment high in the air.

"Who could have done such a thing," said Finnorlay, mouth agape.

"Who indeed?"

Proctor Marple raised a finger.

"But look you here, my honourable lords and ladies", he said, gesturing to the window.

All eyes turned in that direction. As one, they each gave vent to a sigh of disbelief, for there, steaming upon the window ledge, lay a pile of droppings of enormous dimension.

"These," began Proctor Marple, triumphantly, "are the droppings of a wyvern!"

Bewildered the crowd looked on.

"And what does this tell us?"

All remained silent.

"That the only wyvern rider ever seen in these lands has returned - King F'yar, orc chieftain of the Kwae Kerr Orca, tyrant of the North, he is the murderer. The gods only know the true import of his wicked actions and the consequences for the Grand League and its unity".

"Our King is slain", moaned all those present. "Who will lead us now?"

But to that there was no answer, save the laughing shadow of King F'yar, silhouetted against the moon and jeering at the skies, calling to the tribes of his people and boasting of his ignoble deed.

Loud and long was the lamenting of the masses in Palesandre, spreading as it did throughout the lands of Ramalia. But soon, despair was turned to dissent. Forgotten rivalries and racial animosity flared up anew. Without the firm guiding hand of the King, Elves and Dwarfs and Men began once more to dispute old territorial boundaries. Poorly led and rarely fed, the Army of the Grand League was all that remained of Ramalia's former unity, a last vestige of hope in the face of adversity.

Meanwhile, in the Northern Wastes, F'yar wallowed in his new-found notoriety. His bold assassination coup had restored his kingship tenfold, for now he was proclaimed overlord of all the Orc tribes in the land. A bargain was struck between King F'yar and Murgol, King of the Goblin tribes. As the Goblin hordes poured forth into the eastern lands, calling forth the Army of the Grand League, King F'yar and his ravening army made ready for a frontal assault on Palesandre itself. All the land lay open and undefended against King F'yar's blood-thirsty bid for domination. All hope seemed lost, for the Army of the Grand League had mistakenly perceived their greatest peril to lie in the east. Only when all Ramalia lay ravaged and despoiled however, would F'yar's revenge feel sweetly complete. To him at least, it seemed that nothing could stand in his way.....

GAMESMASTER'S CAMPAIGN BRIEF

THE FORCES

There are ten different commands available for the whole campaign.

They are:-

- 1 The Wood Elves of Kachas Pass
- 2 The Dwarves of Ashak Rise
- 3 The Linden Way Militia
- 4 Brommedir's Bows - at Orc's Drift
- 5 The Engineers of Oarim Chardz - at Orc's Drift
- 6 The Druid Snart - at Orc's Drift
- 7 Vile Rune Orcs
- 8 Severed Hand Orcs
- 9 Kwae Karr Orcs
- 10 King F'yar's Guard and King F'yar himself

The suggested combinations of players are to be found in the tables below.



Table A

7 player game

Player 1	The Wood Elves of Kachas Pass & Brommedir's Bows	Player 4	Vile Rune Orcs
Player 2	The Engineers of Oarim Chardz & The Dwarves of Ashak Rise	Player 5	Severed Hand Orcs
Player 3	The Linden Way Militia & the Druid Snart	Player 6	Kwae Karr Orcs
		Player 7	King F'yar & His Guard

The player running King F'yar is overall commander of all the Orc tribes

Table B

6 player game

Player 1	The Wood Elves of Kachas Pass & Brommedir's Bows	Player 4	Vile Rune Orcs
Player 2	The Engineers of Oarim Chardz & The Dwarves of Ashak Rise	Player 5	Severed Hand Orcs
Player 3	The Linden Way Militia & the Druid Snart	Player 6	King F'yar, his Guard & The Kwae Karr Orcs

Table C

5 Player Game

Player 1	The Wood Elves of Kachas Pass & Brommedir's Bows	Player 4	Vile Rune & Severed Hand Orcs
Player 2	The Engineers of Oarim Chardz & The Dwarves of Ashak Rise	Player 5	King F'yar, King F'yar's Guard & The Kwae Karr Orcs
Player 3	The Linden Way Militia & the Druid Snart		

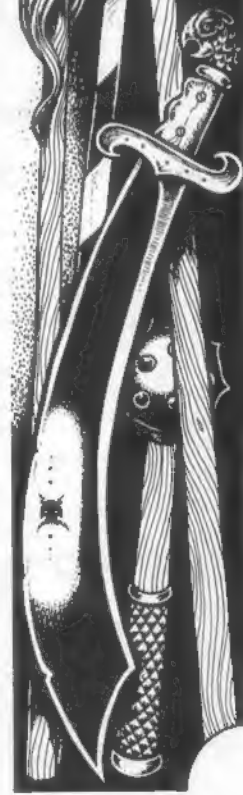




Table D

4 player game

Player 1	The Wood Elves of Kachas Pass & Brommedir's Bows	Player 4	King F'yar, King F'yar's Guard, Severed Hand, Vile Rune & Kwae Karr Orcs
Player 2	The Engineers of Oarim Chardz versus & The Dwarves of Ashak Rise		
Player 3	The Linden Way Militia & the Druid Snart		

Table E

3 player game

Player 1	The Wood Elves of Kachas Pass & Brommedir's Bows	Player 3	King F'yar, King F'yar's Guard, Severed Hand, Vile Rune and Kwae Karr Orcs
Player 2	The Engineers of Oarim Chardz & The Dwarfs of Ashak Rise	versus	

The battle for the Linden Way Militia and the Kwae Karr Orcs in the scenario entitled Linden Way, should be diced for according to the table preceding the Orc's Drift Scenario. The Druid Snart is under the control of the Gamesmaster.

Table F

2 player game

Player 1	The Wood Elves of Kachas Pass, The Dwarfs of Ashak Rise, The Linden Way Militia, Brommedir's Bows & The Engineers of Oarim Chardz	Player 2	King F'yar, King F'yar's Guard, Severed Hand, Vile Rune and Kwae Karr Orcs
	versus		

The Druid Snart is under the control of the Gamesmaster.

There are of course, other possible combinations and the Gamesmaster should feel free to use his own discretion as desired. Remember to try and present a balanced overall campaign for all the players.

All the necessary information for each of the four scenarios is contained in the following pages, along with maps, building floorplans and command sheets, listing profiles, descriptions of all relevant characters and army groups, plus a battle brief to set the scene for the player in command.

KING F'YAR'S GUARD

If King F'yar and his Guard are being played as a separate command, then that player should be considered to be "commander-in-chief" of all Orc Units.

In the campaign game, King F'yar's Guard may participate in any one of the scenarios 1, 2 or 3. If the player takes this option, he must obey the Victory Table results contained therein, with regard to the start of play at Orc's Drift, along with the unit he chose to accompany.

If the player running King F'yar's Guard elects not to participate in scenario's 1, 2 or 3 then he may begin scenario 4 - Orc's Drift at game turn 7.

SCENARIO SURVIVORS

The Gamesmaster should keep a note of casualties for each of the 3 preliminary scenarios. Orc command sheets should be altered accordingly, ready for battle at Orc's Drift.

Grand League survivors of the first three games will **not** appear at Orc's Drift (and who can blame them!)

THE FORMAT

Each of the four scenarios are layed out in the same way:

1. Outline
2. Terrain
3. Locations
4. Starting the Game
5. Sequence of Action
6. Victory
7. Special Rules

OUTLINE

This section gives the Gamesmaster a detailed background to the two forces before they clash. It contains information on events leading up to the battle and any special situations or characters involved. The commander's briefs (found on their command sheets) will not necessarily contain all the information they would want to know about their own armies.

The Gamesmaster's outline, on the other hand, will contain this kind of information and Gamesmasters are advised not to read their outline aloud.

TERRAIN

A general description of the geography of the wargames table.

LOCATIONS

Details of specific places on the wargames tables (buildings and their strength values, for example) and information on areas of special note, including various terrain factors that the Gamesmaster should be aware of.

STARTING THE GAME

Instructions for beginning the game.

SEQUENCE OF ACTION

A list of special actions that the commanders must perform before taking full control of their own armies.

VICTORY

A chart that will enable players to gauge their relative success within the confines of the single scenario. The results of this table are vital, for they will determine at which game turn the Orc commanders arrive at their final battle at Orc's Drift, (don't tell the players this).

SPECIAL RULES

This section gives rules for some of the unusual situations and characters that occur in the scenarios.

MODELS

If your own model collection is limited in range and numbers, bear in mind that the Elves at Kachas Pass can be doubled up and used for the scenario at Orc's Drift, and that although total Orc forces number some 110 Orcs, you will need only a maximum of 40 Orc figures at each of the three preliminary scenarios. Orc forces are bound to incur casualties and their numbers are likely to be greatly reduced before the battle at Orc's Drift. However, there is the chance that one or all of your Orc commanders will display a flash of military genius, incur small losses and leave you with problem of supplying large numbers of Orcs. If you are not able to borrow the models required from friends or other participants in the game, and do not want to buy and paint extra ones, you could always use other Goblin models that you may have collected or could borrow, to beef up the Orc number. Orc tribes often include other goblinoids in their ranks anyway.

SCENERY

You will need a varied selection of scenery for the games including buildings, hills, rivers, forests etc. We provide a selection of building to use in the scenarios, but other features, such as hills and woods will be needed as well. These can be improvised or purchased as needs be.

Hills: You will need at least four different hill sections,

- one measuring approx. 12" x 6" with three contour levels.
- two measuring approx. 6" x 6" with three contour levels.
- one measuring approx. 6" x 6" with only one contour level.

It is not essential that hills be of an exact size, and you can use existing hills from your scenery collection where appropriate. Hills can be made from chip-board or polystyrene, or bought ready made up. Books will serve just as well.

Building 1 is a large two-storey, timber-framed building with a porch and an outhouse.

Building 2 is also timber-framed but is basically single storied with an attic roof. It has a large porch to the front.

Building 3 is a small building with an adjoining open barn.

Watch tower, needed for the Linden Way scenario.

Ruined cottage, required for the Kachas Pass and Linden Way games.

Bridge, needed in the Ashak Rise game.

You will also need a well. This can be scratch built by you, or readily improvised. The stockade walls at the various settlements can also be improvised using strips of card, or scratch-built from balsa.

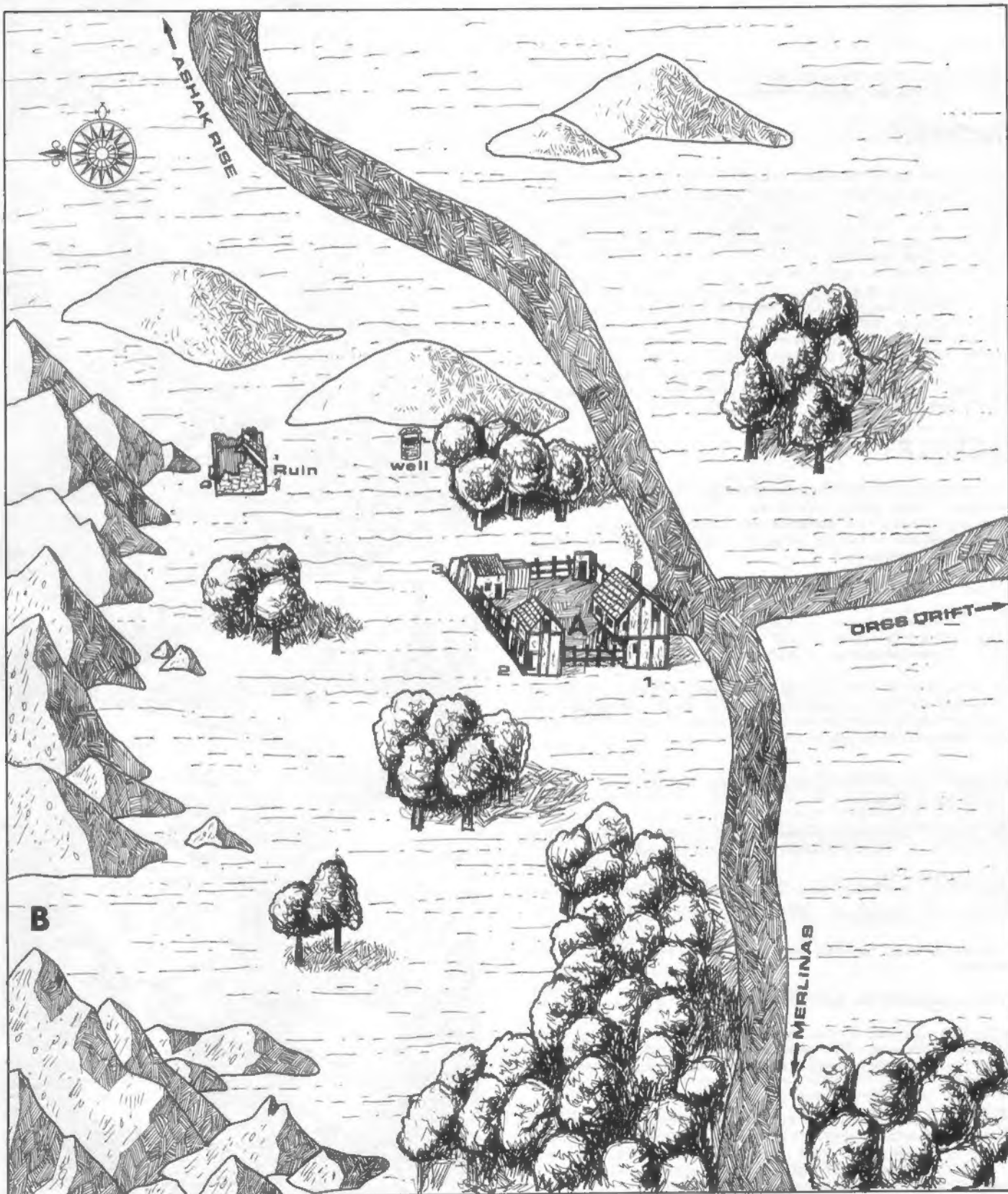
You are now ready to play the four scenarios that follow. The command sheets are enclosed separately. The players should only know as much about each game as these sheets tell them. Familiarise yourself with their command sheets. It might be a good idea to photostat, or make copies of players command sheets

before you hand them over. It will prove useful to be able to refer directly to the information that each respective player has, when or if those awkward questions start to fly.



SCENARIO 1

KACHAS PASS



OUTLINE

The Kachas Pass is garrisoned by a small unit of Wood Elves from Fendal Forest. The Wood Elves occupy a timber built stockade that stands at the junction of three major in-roads to the region of Ramalia. The Wood Elf commander's orders are to guard the pass and the roads against any intruders. The garrison is at reduced strength at the start of play as the rest of the unit is still out on night patrol. Unknown to the commanding officer at the stockade, the patrol and his second in command have been ambushed by a war-party of Vile Rune Orcs at the far end of the pass during the night. The patrol was completely wiped out. Also at the outpost is a captured Half-Orc spy, caught a few days earlier whilst trying to slip back into the mountains under cover of the Fendal Forest. The Wood Elves have him locked in the store room with a guard at the door. The Half-Orc has important information about the movements and plans of the Orc tribes from the surrounding mountains. He must be closely guarded since he also knows a great deal about the composition and strength of the Grand League's Armies. If he escaped he could do a great deal of harm.

The Vile Rune Orcs have orders from King F'yar to advance and join the main army at Orc's Drift by the next day at the very latest. The Vile Rune commander also knows that in the enemy out-post is the Half-Orc spy. The spy has information about the commander's unnoticed absence from the Battle of Fendal Plain at the time of the Goblin Wars and must be silenced permanently!

TERRAIN

Kachas Pass is a narrow defile that opens out to the lowlands and eventually the great Fendal Plain. The causeway is shouldered by steep mountain that cannot be traversed. South of the pass is the wooden stockade. This consists of 4 buildings surrounded by a pinewood fence. The gate faces south. North-east of the stockade are the ruins of an old cottage with a stone wall. South of the ruined cottage is the well. The outlying hills are contoured at $\frac{1}{2}$ " intervals and to the west is the edge of the Fendal Forest.



LOCATIONS

The Stockade

Building 1 - Sleeping Quarters: Toughness 7. Wounds 5.

Building 2 - Storehouse: Toughness 6. Wounds 4.

Building 3 - Stable: Toughness 7. Wounds 5.

The surrounding fence, also made of wood is $\frac{1}{2}$ " high - Toughness 6, Wounds 5 per 4" section and counts as soft cover. The gate has a bolt.



Ruined Cottage

The roof and second-storey have fallen in. The south wall stands 2" high, the north wall $\frac{1}{2}$ " - $\frac{1}{2}$ " high. The stone wall - Toughness 7. Wounds 5 per 4" section count as hard cover. The floorboards are rotten and can only safely support one model at a time. Each additional model attempting to stand on them must throw a 1 or 2 on a 1d6 to avoid falling through. The floor will then count as broken ground and any model who has fallen through must throw a 1 or 2 on a 1d6 before they can free themselves.

Well

The well is 6" deep. Inside there are rungs leading down to the water level. The well is built of stone, stands $\frac{1}{2}$ " high and counts as hard cover for a maximum of 1 figure at a time.

Forest

All forest areas reduce movement by half except for the Wood Elves who may move at normal rate. Visibility is reduced to 2". Missile troops wishing to fire out of forest areas must be assumed to be standing at the forest edge. They are counted as if in soft cover. Other troops may, if they do not move, be assumed to be hidden and after consultation with the Gamesmaster, removed from the table.

STARTING THE GAME

After laying out the battle field as shown on the map, the Gamesmaster should give the two sides their command sheets. He should then answer any queries that may arise, terrain factors and restrictions etc., in private if so desired. Please note that the Wood Elf Commander's sheet includes profiles of the night patrol that does not exist! He should be encouraged to believe that they will return to the very end of the game if possible, though his own brief does state that they are due to return by game turn 3. Both forces command sheets are to be kept secret from each other.



Play is now ready to begin.

Sequence of Action

- Game Turn 1** Wood Elf garrison begins play in the sleeping quarters (Building 1). One Wood Elf stands guard duty at A, another is on sentry duty and may be deployed anywhere within the stockade.
- Game Turn 2** Garrison remain in their starting positions. Orc Commander may enter any or all of his unit along the line B, 2" into table.
- Game Turn 3** Sentry raises the alarm. Garrison may deploy outside the sleeping quarters. Orc units already on table may move anywhere to the limit of their movement allowance. Other units may enter along line B, 4" into table.

From now on the commanders take charge. Orc units may only enter table along line B.

VICTORY

That the Vile Rune Orcs will win should be in no doubt. However, the complete victory conditions are costed below.

Victory Points for Vile Rune Orcs

For every Wood Elf slain	+1
Wood Elf Commander slain	+2
Half-Orc Spy slain	+3
Stockade completely destroyed - (burnt to the ground no survivors)	+20
For every 10% of Orc casualties sustained	-1
Death of Orc Commander	-2
Half-Orc spy escapes	-3

Victory Points For Wood Elves

For every Orc slain	+1½
Orc Commander slain	+1
Half-Orc spy escapes	-1
Half-Orc spy killed by either side	-1
For every Wood Elf escaping off table	+1
Orc Army forced to rout	+10
Death of Elf Commander & Wood Elf casualties	No penalty
Half-Orc spy safely escorted off table	+5

With the aid of these tables, the two sides should be able to cost a victory for either side within the confines of the scenario itself. It also allows the Wood Elves to gain a moral victory despite casualties sustained, through the achievement of set objectives.

Victory points scored by the Vile Rune Orcs will be the deciding factor for their time of arrival at Orc's Drift. (See tables for this in the Orc's Drift scenario).

If all Vile Rune Orcs are forced to rout off the table, they will not appear at Orc's Drift.

SPECIAL RULES

Half-Orc Spy

Silas Meal, the Half-Orc spy should be played by the Gamesmaster or as an option, by another player, though the scope of play may prove rather limited and the player concerned should be warned of this. He starts play confined in the locked storehouse, but has the abilities to both pick-locks and sneak out without being noticed. He will successfully pick a lock on the D6 score of a 3, 4, 5 or 6. He can also sneak up behind guards, enabling him to attack for a whole turn without being struck in return, counting the target as prone. This he can do on the D6 score of a 3, 4, 5 or 6. Should the spy manage to escape from the storehouse he could well prove to be an interesting, random factor throughout the game.

The Half-Orc's objective is to leave the table without being killed. However, he may only escape to the North, West or Eastern base lines before he can physically leave the table.

His profile is as follows:

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	4	5	3	3	2	9	1	7	9	9	7

Weapons: Dagger fashioned from a chisel (hidden in right boot)

Armour: None

Equipment: Phial of "Elfbane" poison (hidden in underwear)

Defenders Morale

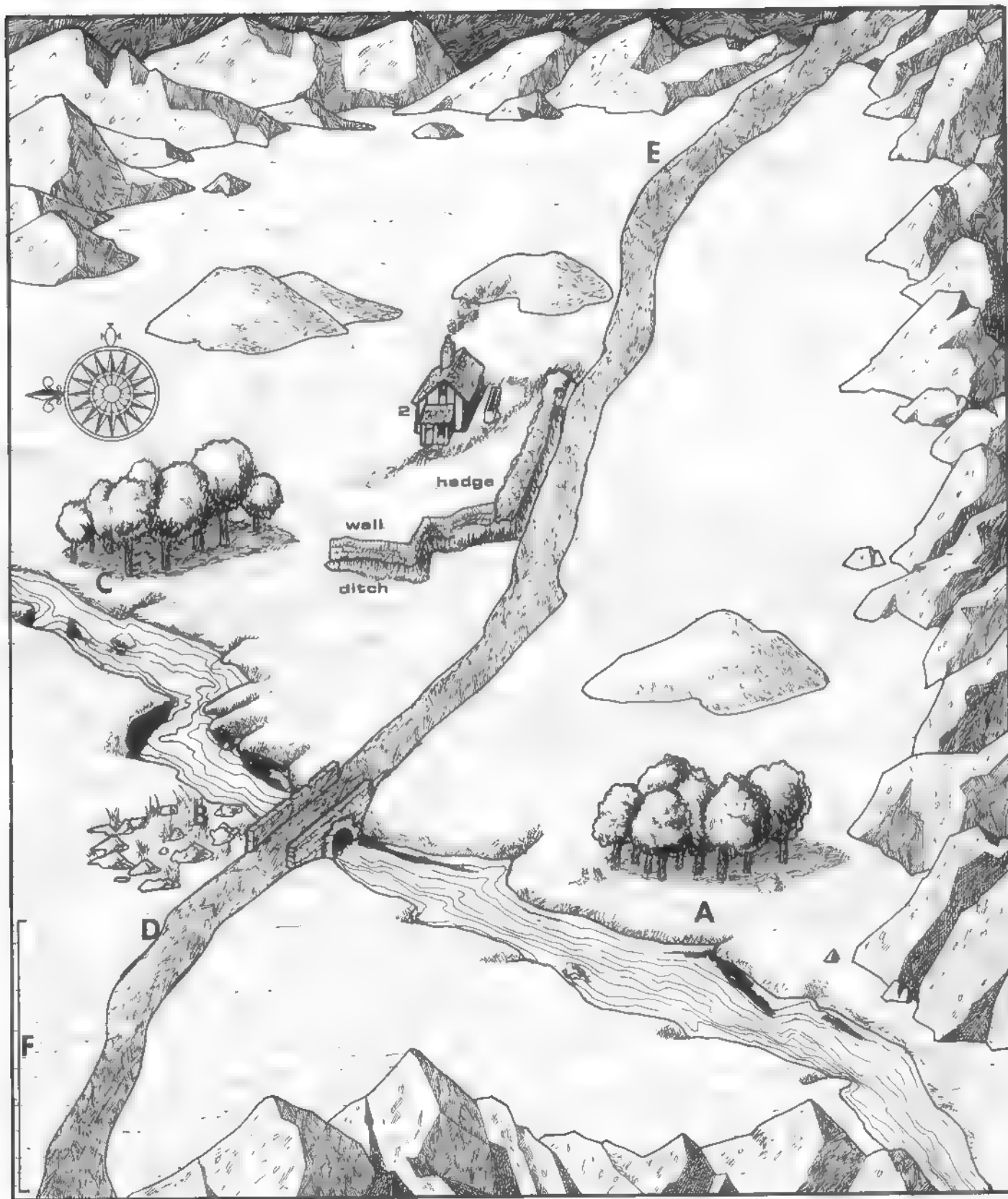
For the purposes of this scenario the Wood Elf unit is considered to be exempt from the rules relating to **Rout** within the confines of the stockade.

All other rules relating to unusual actions (moving within buildings, opening and moving through doors, knocking down barricades, walls etc.) are to be found on page 46 of **Combat** book 1 of Warhammer, as are rules covering poison (on page 58), and fire (page 48).



SCENARIO 2

ASHAK RISE



OUTLINE

Ashak Rise is inhabited by a small group of Dwarf gold prospectors, renegades from the Dwarf army of the Grand League of Ramalia. The dwarves lie in a log cabin by the River Canis. They are well and truly in the throes of gold fever having recently discovered huge amounts of golden nuggets deposited in the slit of the river banks. They have already stock-piled a hoard of treasure, but are determined to continue prospecting until every chest, sack, and empty water bottle has been filled to overflowing. They have been absent without leave from the main army for some time now but have so far managed to keep their lucky strike a secret from the few travellers that pass along the road. Cautious in their greed, they maintain a constant watch at either end of the road that passes through the centre of the rise, while the remainder of the force pan for gold at the river's edge. The guards at each end of the road carry an alarm bell. If anyone approaches, the bell is rung and the Dwarfs hurriedly hide their equipment and dive for cover. In this way they and their wealthy secret have remained undetected. At the beginning of play the Dwarfs store of gold is hidden under the floorboards of the cabin, and they will fight to the death to keep it.

At the orders of King F'yar, the Orcs and hounds of the Severed Hand are moving down from the Northland Wastes along the only available passes to meet the main army group at Orc's Drift where the king is mustering his attack against the Grand League of Ramalia. Scouts have reported seeing smoke of a camp fire above the plateau of Ashak Rise and the Severed Hand Commander prepares to flush out the inhabitants before proceeding down the mountain and on to Orc's Drift.

TERRAIN

Ashak Rise is a raised plateau couched in the mountains of the Northland Wastes. It is surrounded on all sides by sheer, impassable cliffs and is totally isolated. The only way in or out of the plateau is via the road to Kachas Pass and Kachas Trail to the North West, or the road to Linden Way to the east. Flowing from the north is the River Canis which can only be crossed by a stone bridge. The small log cabin stands roughly at the centre of the rise atop a slight hill. Nearby is a small wooded area and a stone wall facing west and a hedgerow facing south, running parallel to the road. The hills are contoured at $\frac{1}{2}$ " intervals.



The Cabin

Use building 2. Toughness 7, Wounds 5 per 4". It has a reinforced door which has a steel bolt and a wooden bar -Toughness 7, Wounds 4.

The stone wall stands $\frac{1}{2}$ " high - Toughness 7, Wounds 4, and counts as hard cover. On the west side of the wall is a drainage ditch. Troops in the ditch count as if in hand cover. The hedgerow to the south of the cabin counts as soft cover. Between the road and the hedge is a ditch offering hard cover.

Stone Bridge

The bridge is large enough to take three figures abreast.

STARTING THE GAME

After laying out the battle field as shown on the map, the Gamesmaster should give the two sides their command sheets. He should then answer any queries. Command sheets should be kept secret at all times. Play is now ready to start.

SEQUENCE OF ACTION

- Turn 1 Dwarven unit begin play with 3 models at A, 3 models at B and 4 models at C. 1 Dwarf stands look-out at D and 1 Dwarf stands look-out at E. The dwarven commander's model may be deployed at the player's discretion.
- Turn 2 Dwarf look-out at D rings alarm bell and may move anywhere to the limit of his movement allowance. All other Dwarfs remain in their standing positions while they hide their equipment and go to ground.
- Turn 3 All Dwarfs may move anywhere to the limit of their movement allowance. Orc Commander's Hobhounds and handlers may deploy along the line F, 4" into the table.

From now on the commanders take charge. Orc units may only enter table at line F.

VICTORY

Obviously, the Orcs and hounds of The Severed Hand should win. Victory conditions are listed below.

Victory points for Orcs and hounds of The Severed Hand.

For every Dwarf slain	+1
Dwarf Commander slain	+3
Dwarf gold found and taken	+20 or +4 per bag
For every 10% of casualties sustained	-1
Death of Orc Commander	-2

Victory Points for Dwarfs

For every Orc or hobhound slain	+ $\frac{1}{2}$
Orc Commander slain	+1
Dwarf gold taken off the table	+6 or +1 per bag
For each surviving Dwarf	+1
Orc army forced to rout	+10
Dwarven casualties sustained	No penalty

The highest victory points total wins. This allows for the remote possibility that the Dwarf player might win even if none of his unit survives.

Victory points scored by the Severed Hand will be the deciding factor for their early or late arrival at the Orc's Drift scenario. (See tables for this in the Orc's Drift scenario).

If all the Severed Hand Orcs are forced to rout off the table, they will not appear at Orc's Drift.

SPECIAL RULES

Dwarf Gold

None of the Dwarfs are allowed to leave the table without their gold due to the effects of gold fever (and greedy dwarfs). There are 6 bags of gold, they are very large and heavy, and 1 creature may carry 1 bag at a time. A bag of gold must be dropped before entering into combat. The Dwarfs may remove the bags and attempt to hide them elsewhere if they so desire. The pack mules can carry two bags of gold each without any movement restriction. For each additional bag of gold loaded onto the mules - deduct $\frac{1}{2}$ " from their movement allowance and throw 1d6. A throw of 1 or 2 means that the mule has turned stubborn and refuses to move for 1 game turn.

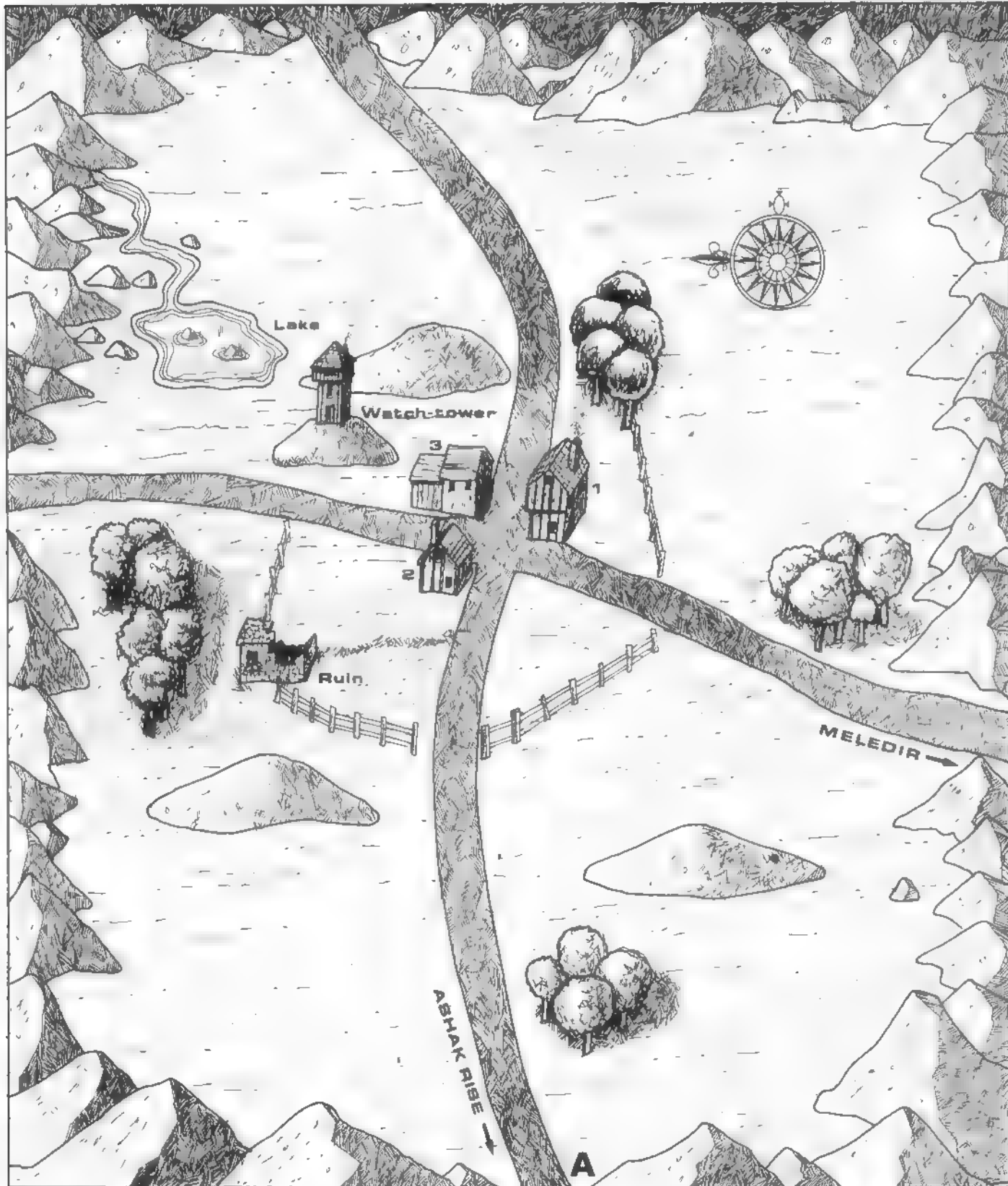
Dwarf Morale

All Dwarfs are exempt from the rules relating to rout due to gold fever. If the orcs should take possession of any gold within sight of any Dwarfs those Dwarfs become subject to Frenzy and must test immediately.

Other rules relating to unusual actions and situations (Buildings, Fire etc.) are covered by the **Advanced Rules** section in Combat, book 1 Warhammer.

SCENARIO 3

LINDEN WAY





OUTLINE

Linden Way is a small frontier settlement and trading post. It has grown up around the garrison posted to watch the junction of mountain roads that cross there. However, at present an emergency guard of citizens from the southern township of Meledir are tasked with the duty of guarding the settlement. The militia are covering for the usual guard of professional soldiery, who have been called south to defend the region around Ortar against the assault of the Goblin hordes. The dilemma facing the militia at the start of play, is that their homes and families in Meledir are undefended. They are the only defence standing between any incursion from the north and their homeland. At the start of play, the civilians of Linden Way still occupy the settlement. When enemy forces appear they will attempt to leave the post and warn the people of Meledir whilst the militia try to buy time for their evacuation.

King F'yar's own tribe, the Kwas Karr Orcs have been ordered south down Linden Way for the rendezvous at Orc's Drift.

TERRAIN

The Linden Way is a mountain basin in the Northland Wastes. Steep slopes rise up on all sides. The only exits from the basin are by the roads that leave it along the gulleys to the north, south, east and west. Roughly at the centre of the basin is the Linden Way settlement which consists of a number of buildings and a watchtower, mounted on a small rise. The settlement is enclosed by a fence and a lake with a small wood to the south east. West of the outpost is a cottage on another small rise. All hills are contoured at $\frac{1}{4}$ " intervals.



LOCATIONS

The settlement

Watchtower. A wooden tower on a small hill, with windows and arrow slits on all sides, the door faces west.

Building 1 Inn. The door faces north. Toughness 7, Wounds 10.

Building 2 Barracks. The door faces east. This building has a toughness of 7, Wounds 6.

Building 3 Bakery and Stable. Use building C. In the adjoining open barn is a forge and bellows. Toughness 6, Wounds 5.

The fencing is made of timber, is 1" high (tall as a model), and counts as hard cover. The gate has a bolt and a lock.

The Lake

North east of the settlement is the lake which is filled by a mountain stream. The lake is 6" x 6". Before beginning the game the Gamesmaster should throw a 1D6. A throw of 1, 2 or 3 means that there has been little rainfall recently and the lake and stream can be waded counting as difficult ground.

Hermit's Ruins

A ruined cottage surrounded by a stone wall which has fallen into disrepair - Toughness 4, Wounds 3 per section.



STARTING THE GAME

After laying out the battle field as shown on the map, the Gamesmaster should give the two sides their command sheets. He should then answer any queries, in private if desired. Command sheets should be kept secret at all times.

Play is now ready to start.

SEQUENCE OF ACTION

Game Turn 1 The Linden Way militia begin play within the barracks. Five of them are posted in the watchtower. The settlers (the baker, inn keeper etc.) begin play within their own respective buildings.

Game Turn 2 Militia and settlers remain in their starting positions. The Orc Commander may enter any or all of his unit along the road at A, 2" into the table. Sentry raises the alarm.

Game Turn 3 Settlers must attempt to leave the settlement by the southern road. Militia and Orc Units may move anywhere to the limit of their movement allowance.

From now on the commanders are in charge.

VICTORY

Total victory points for both sides are costed below.

Victory points for the Kwaee Karr Orcs

For every militia man slain	+1
Captain of militia slain	+2
Settler slain	+1
For every 10% casualties sustained	-1
Death of Orc Commander	-2
Mad Hermit slain	+2

Victory points for Militia

For every Orc slain	+1
Orc Commander slain	+1
For each settler escaping south	+1
Orc Army forced to rout	+10
Militia casualties sustained	No penalty

Victory points scored by the Kwaee Karr Orcs will be the deciding factor for their early or late arrival at the Orc's Drift scenario. (See tables for this in the Orc's Drift scenario).

If all the Kwaee Karr Orcs are forced to rout off the table, they will not appear at Orc's Drift.



SPECIAL RULES

Mad Hermit

Old Barrachus is an insane Illusionist, mastery level 2, who lives in the ruined cottage which he believes is a beautiful palace. He should be played either by the Gamesmaster or by another player if so desired. The command of the Illusionist could prove too limited for some players and the Gamesmaster should explain the limitations of the character first. Those limitations are listed below.

Old Barrachus suffers from chronic schizophrenia. His multiple personality disorder is reflected by a throw of a 1D6 every game turn. The score on the dice reflects his current psychology status as shown:

Throw of 1	suffers from stupidity
Throw of 2	suffers from frenzy
Throw of 3	suffers from panic
Throw of 4	suffers from terror
Throw of 5	suffers from fear
Throw of 6	suffers from hatred

If the hermit is being played by the Gamesmaster, then he should join the game if disturbed. If being played by another player, he may be controlled as desired (though still subject to his multiple personality throws).



The hermit's spells may be freely chosen according to the restriction of his mastery level. His profile is as follows:

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	1	0	1	4	2	4	1	1	7	9	9

Constitution 25 points

Militia's Morale

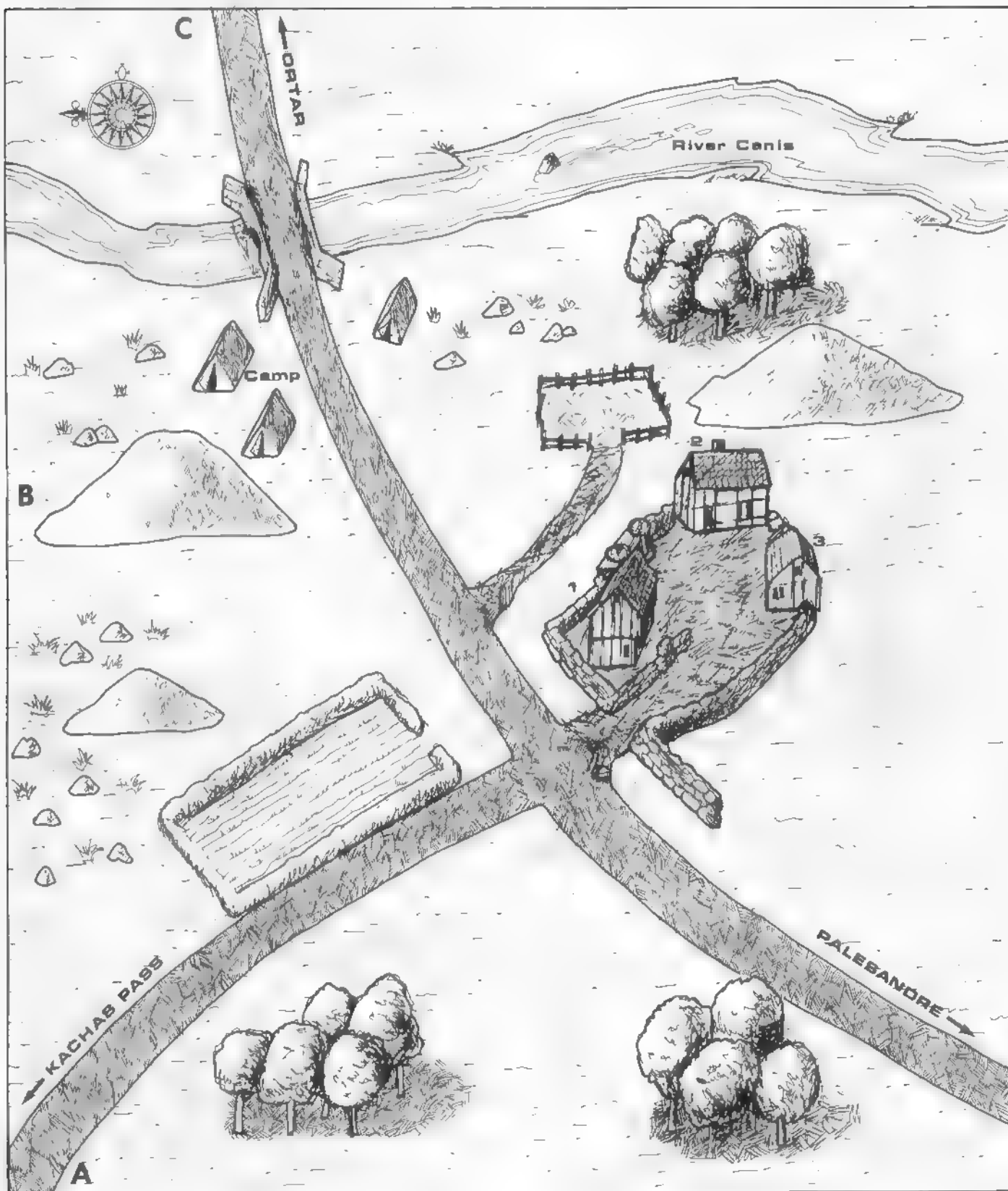
The militia men's wives and children will die if they cannot withstand the Orc's attack. For this reason they will fight to the death and are not subject to the rules concerning rout.

Other rules concerning unusual actions and situations (Building, Fire etc.) are covered by the **Advanced Rules** section Combat, book 1 of Warhammer.



SCENARIO 4

ORC'S DRIFT



OUTLINE

The army of the Grand League has been called east to the region around Ortar, where a great host of goblin tribes are at war with the inhabitants. Crossing the River Canis some two days ago, the Grand League General has left his rear a small supply base. The defenders of this outpost are a unit of Elves led by Brommedir and a unit of Dwarfs under the command of Osrim Chardz.

The Dwarfs have been repairing the stone bridge over the River Canis which was damaged by the passage of the Grand League's army. The work is almost complete and in a few days they will march east to rejoin the main force. Circumstance finds the Dwarfs irritated and short of temper (as usual) at being left behind in this manner, and their familiar anger is focused upon the Elves of the garrison. There has been no breakdown of discipline as yet, but the atmosphere is beginning to become strained.

Brommedir's Elves have been left to guard the army's supplies. This is due, to a certain extent, to Brommedir's partial deafness. Also in Brommedir's charge is an army pay-chest containing 100,000 gold crowns. He is a little worried about this enormous sum of money and the sooner it is collected by the Paymaster General the better. The pay chest is being kept in the barracks.

Also at the garrison is the druid magician, Ferndale Snart. His skills as a healer have proved most useful to the Army of the Grand League. Early casualties from skirmishes around the region to the east at Ortar have been sent to Orc's Drift which has been doubling as a hospital. Snart is reputed to be something of a religious fanatic and a drinker to those who have met him, but his healing powers are considered invaluable.

Unknown to the generals of the Grand League, the actions away to the east are not only threat to the province of Ramalia. Due to the frailty of their oversight, Orc's Drift is the last manned post standing between King F'yar's onslaught from the north and the capital city of Paleaandre.

TERRAIN

The outpost of Orc's Drift comprises three buildings. To the north west is a hedged field, recently ploughed. To the north is a small range of hills contoured at $\frac{1}{2}$ " intervals.

These hills are covered with scrub and foliage which counts as difficult ground. To the east is the River Canis. To the north east is a stone bridge which is the only crossing point along the river, the Dwarfs are camped there. The bridge can carry three figures abreast. The enclosure north west of the Orc's Drift outpost is a cattle pen with a wooden fence.



LOCATIONS

The Outpost

Building 1. Barracks: Toughness 7, Wounds 5.

Building 2. Hospital: Toughness 7, Wounds 5.

Building 3. Storehouse and stable. Toughness 7, Wounds 5.

At the start of play, the Dwarfs have had time to build a wall of grain sacks $\frac{1}{2}$ " high. This serves as a perimeter wall for the outpost at Toughness 6, Wounds 5 per 4" section. It counts as hard cover. At the outpost are two wagons. The Dwarfs have used these to form part of the barricades (see map). The wooden wagons count as hard cover.

Hedged Field

The ploughed furrows of the hedged field count as difficult ground. The hedgerow is $\frac{1}{2}$ " high. It counts as soft cover. The gate faces south east.

Cattle Enclosure

The cattle pen has a wooden fence. Toughness 6, Wounds 5 per 4" section. The gate faces west. The fence is $\frac{1}{2}$ " high.

Stone Bridge

The stone bridge takes three figures abreast.

Dwarf Camp

The Dwarf engineers have pitched their tents around the stone bridge on the west side of the river.

STARTING THE GAME

If you wish to play this scenario without playing the three previous scenarios, then consult the following chart to calculate casualties incurred by the orcs before arriving at Orc's Drift and their time of arrival on the table.

Throw a 1D6 for the three different Orc tribes. (F'yar and his guard excluded).

Dice throw of 6	60% casualties arrive game turn 9
Dice throw of 5	50% casualties arrive game turn 8
Dice throw of 4	40% casualties arrive game turn 7
Dice throw of 3	30% casualties arrive game turn 6
Dice throw of 2	20% casualties arrive game turn 5
Dice throw of 1	10% casualties arrive game turn 4

After laying out the battlefield as shown on the map, the Gamesmaster should give the two sides their Command sheets. He should answer any queries, in private if required. Command sheets should be kept secret at all times.

Before play can start, the Gamesmaster should determine at which game turn each of the Orc commanders may enter the table at their respective entry points (A, B or C). The table below is for this purpose.

Victory Points Scored	Entry Time
30 - 35	Game Turn 4
25 - 30	Game Turn 5
17 - 20	Game Turn 6
15 - 17	Game Turn 7
12 - 15	Game Turn 8
10 - 12	Game Turn 9
0 - 10	Game Turn 10

Remember that if King F'yar's Guard participated in one of the earlier scenarios, they are also affected by this chart along with the Orc unit they accompanied. King F'yar himself, however, may begin play from game turn 1 and from any edge of the table he chooses.

SEQUENCE OF ACTION

Game Turn 1 Brommedir's Bows and the Engineers of the Osrim Chardz may begin play anywhere within the perimeter wall of the outpost. The Dwarfs may continue to build further defences if so desired (see special rules). The druid Snart begins play inside the hospital along with his patients.

Game Turn 2 As above.

Game Turn 3 As above.

According to the results of the above chart, Orc units may or may not begin entering the table. Vile Rune Orcs along the road at A, 4" deep, Severed Hand Orcs along the line B, 4" deep and Kwae Karr Orcs along the road at C, 4" deep.

Respective commanders are now in complete control of their own troops.

VICTORY

This is a fight to the death! May the best man win!

SPECIAL RULES

Building Barricades/Extra Defences

There are enough stores in building 1 to construct additional grain-bag barricades up to 18" long and 1/2" high. It takes one model an entire player turn to construct 1" of barricade, and one Dwarf an entire player turn to construct 2". The materials required must be within one normal move (4") of the site of the barricade and during this time the builder may not shoot, engage in combat or perform any other action. If construction should be interrupted in any way during a game turn, then that section of barricade has not been built. The Dwarfs may also dig ditches. It takes one model 2 entire player turns to dig an area of ditch 1" long, 1" wide and 1 model deep. Restrictions on combat, firing etc. are the same as those listed for building barricades.

Moving Wagons

Wagons may be manhandled at the following rate each movement phase.

No. Characters Manhandling Wagon	Movement Rate
1	1/2"
2	1"
3	2"
4	3"

The horse team must be adjacent to a wagon before it can be harnessed. Harnessing takes 1 entire game turn. A wagon moves 6" per turn but must have a driver.

Defenders Morale

Should the defenders of Orc's Drift fall, the undefended citizens of Palesandre will lay open to the attack of King F'yar whilst the Army of The Grand League makes war upon King F'yar's allies, the Goblins of the East. For this reason the defenders of Orc's Drift are not subject to rout while within the confines of the outpost.

Druid Snart

The Druid Snart's objective is to try to save all his patients. Some of the wounded cannot move and Snart will have to steal one of the wagons from the barricade in order to move them. He must then try to leave the table with his patients by the south road to Palesandre. The Druid Snart is a magician of mastery level 4. The player running Snart may choose his own spells (see Battle Magic book 2 of Warhammer). The spells available to a druid of mastery level 4 are as follows:

- 1 each of battle magic spells of levels 1 and 2 (2 spells in total)
- 1 each of elemental spells of levels 1, 2, 3 & 4 (4 elemental spells in total)

However, no druid may intentionally employ a spell in a manner likely to cause the death of any living creature. This is subject to the Gamesmaster's ruling and discretion.

Most druidic spells are unsuitable for battlefield use (druidic wizards are religious pacifists), but listed below is a choice of useful druidic battlefield spells. He may choose 2 of these in addition to his spell allowance. If he wishes to use all 3 of these druidic spells, then the third spell must replace one of the other spells within his spell allowance.

DISPEL MAGIC

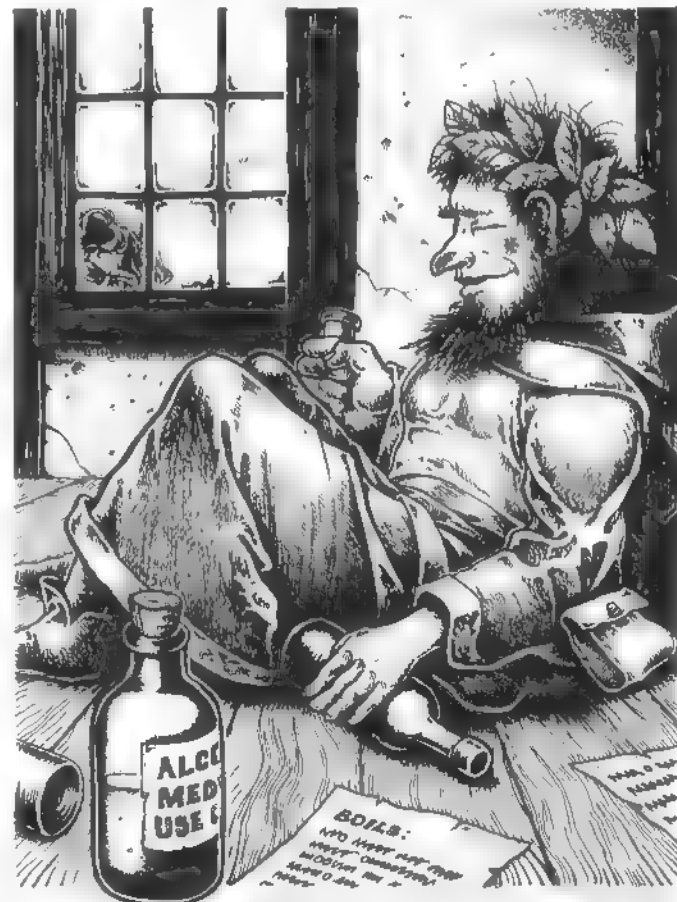
Spell level	1
Energy	2
Descriptions:	Any form of magic used against the magician is dispelled within 4" radius of the magician. The spell lasts for 1 game turn only.

ANIMAL MASTERY

Spell level	1
Energy	1
Descriptions:	The magician casting this spell gains telepathic contact with any non-human creature of animal intelligence, (ie horses, hounds, cattle etc) and may command them accordingly.

CREATE BOG

Spell level	1
Energy	4
Descriptions:	Magician may cause a mire, 1" x 4" up to 15" away from the caster. The bog counts as difficult ground and lasts for 3 game turns it will harden and change back to solid ground. Any creature crossing this area at its third game turn will be trapped there unless someone can dig him out.



Snart is subject to **Alcoholism** at the start of play and the rules governing his condition can be found on page 56 of Combat, book 1 of Warhammer, under the heading Advanced Psychology. Other rules concerning unusual actions and situations (Buildings, Fire etc.) are covered by the Advanced Rules section in Combat, book 1 of Warhammer.

THE BUILDINGS

ASSEMBLING YOUR ORC'S DRIFT

CARD MODELS

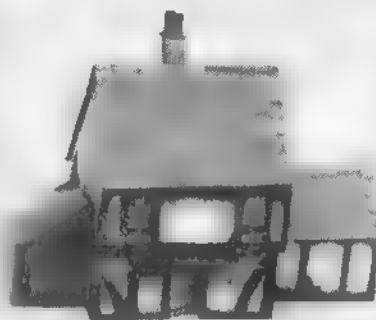
The first sheet contains all the pieces you need to build the buildings. The second sheet contains the instructions for assembling the buildings. The third sheet contains the instructions for assembling the bridge. The fourth sheet contains the instructions for assembling the latrine tents. The fifth sheet contains the instructions for assembling the watch-tower. The sixth sheet contains the instructions for assembling the main building.

Before you start, make sure you have all the pieces. If you are missing any, check the list on the back of the pack. If you are missing any, you will need to order more. If you are missing any, you will need to order more. If you are missing any, you will need to order more.

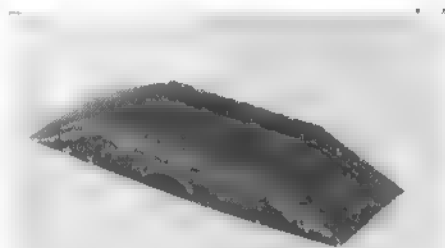
The pack contains the following pieces:

- Building 1: Fastening the main building on sheet A. Use a ruler to make sure you get a straight line. Fold the wall sections at the corners as shown.
- Building 2: Consisting of a main building and outhouse on sheet B.
- Building 3: A main building with wooden extension on sheet C.
- Tents: On sheet D.
- Latrine: On sheet E.
- Bridge: On sheet F.
- Ruined House: On sheet G.
- Watch-tower: On sheet H.

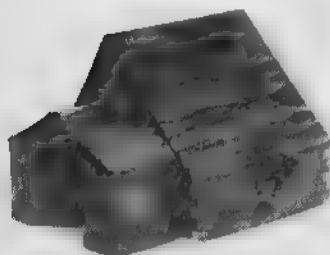
Building 1 and the ruins are actually the most difficult to assemble. If you are not an experienced modeler then it is wise to start with a simpler building.



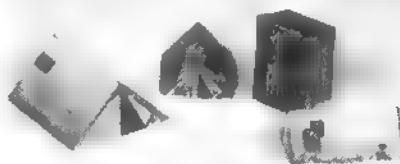
BUILDING 1



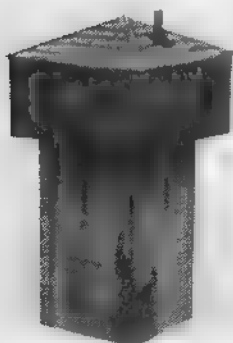
BRIDGE



BUILDING 3



LATRINE TENTS



WATCH-TOWER



BUILDING 2

MAIN BUILDING CONSTRUCTION

BUILDING 1, 2 & 3

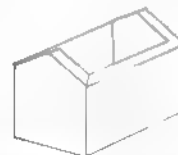
- 1 Carefully cut out the two main wall sections using a modelling knife or scissors. Note the white areas left in the walls of building 1 and 2 are to indicate the positions of outhouses. Do not cut these out.
- 2 Score at the tabs with a sharp knife and bend them inwards. Use a ruler to make sure you get a straight line. Fold the wall sections at the corners as shown.



Building 1 only. Building 1 features a overhang on one side. It will be necessary to score and then fold this into place as shown below.



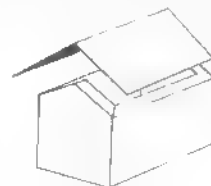
- 3 Glue the end wall tabs and assemble the two sections. Remember to glue the extra tab for the overhang on building 1.



- 4 Carefully cut out the roof section. Note the white area on the roof of building 1 and 2. This indicates the position of the chimney. Do not cut these out.



- 5 Along the edges of each roof there is a faint line. Use a ruler and knife to score along this line. Now fold the roof as shown.
- 6 Glue the tabs along the tops of the walls and fix the roof in position.



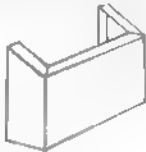
BUILDING 1 & 2

WOODEN AND HALF-TIMBERED OUTHOUSE

- 1 Carefully cut out the main wall section using a modelling knife.



- 2 Score all tabs with a sharp knife and bend them inwards. Score and fold the corners as shown.

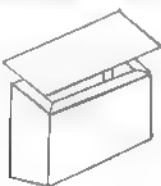


- 3 Carefully cut out the roof section.



- 4 Join the tabs along the top of the wall and fix the roof into position.

- 5 Glue the tabs along the back of the wall and fix the house to the main building on the white square area.



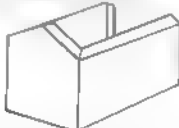
BUILDING 1 & 3

HALF-TIMBERED AND TIMBER OUTHOUSE

Carefully cut out the main wall section using a modelling knife.



- 2 Score all tabs with a modelling knife and bend them inward. Score and fold the corners as shown.

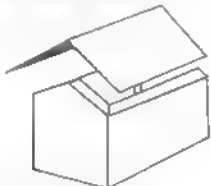


- 3 Carefully cut out the roof section.



- 4 Along the ridge of each roof there is a faint line. Use a ruler and knife to score along this line. Now fold the roof as shown.

- 5 Join the tabs along the tops of the walls and fix the roof into position.



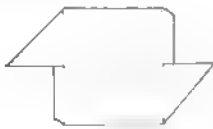
CHIMNEY STACKS BUILDINGS 1 AND 2

- 1 Cut out the chimney stack. Score and fold the tabs inward. Score and fold the corners as shown below. Glue the white space indicated on the roof. Note: be especially careful when assembling chimney stacks as any damage to the scoring and folding will make them difficult to put together.



TENTS

- 1 Carefully cut out the tent section using a modelling knife.
- 2 Carefully cut out the roof section.



LATRINE

Carefully cut out the wall section. Note: no tabs have been drawn onto the tops of the walls. Although these are not absolutely necessary, it is a good idea to leave tabs so that the roof can be fixed more firmly.

- 1 Score and fold at the corners. Score and fold the tab and glue the construction together.

Glue the roof in.

- 2 Glue the roof into place.

BRIDGE

- 1 Carefully cut out the bridge.

- 2 Score and fold the sides, two ramp parts and tabs as shown.



- 3 Glue the tabs and assemble.

RUN

- 1 Assemble the main walls in the same way as buildings 1 and 2. Score and fold the floor tabs inward. Note: the window may be cut out if you wish.

- 2 Cut out the floor. Apply glue to the tabs at the base of the building walls and glue the floor into position. Note: It is never possible to be 100% accurate in your cutting and folding, and the floor may require a little trimming to fit. Try a dry fit without glue first. Only fix into position when you are satisfied with the result.

- 3 Cut out the lined upper story for pieces 5 and 6 and fix it down behind the main wall position as shown.



- 4 Glue the lined roof piece. Glue the tabs on the building roof into place as shown.

- 5 As constructed the building presents the white reverse side of the roof. It is a good idea to paint this black or brown using Citadel colour, or other water-based paint. Don't thin down the paint as this will cause unnecessary warping.

WATCH-TOWER

- 1 Cut out the lower tower section.
- 2 Score and fold the corners and tabs.
- 3 Fold into a box shape and glue at the corner.



- 4 Assemble the upper tower section walls in the same way as buildings 1, 2 and 3. Score and bend the floor and roof tabs inward.

- 5 Cut out the floor section - the large brown square. Take the upper tower section and glue the tabs on the floor side. Note the window will show you which is the floor side. Glue the floor into place white side inward.

- 6 Glue the upper tower section onto the lower tower section.

- 7 Cut out the roof section. Score along the ridges and tab. Fold the roof into a pyramid shape. Before gluing, make sure you have a good roof shape, and that it will fit onto the tower. Glue the roof together. Then glue the roof onto the tower. It is worth doing a few dry runs first, so that you can adjust the angle of the tabs on the tower top.



TIPS FOR MODELLERS

SCORE LINES

White score lines can be disguised using Citadel colour paint. Water the paint down so that it is quite runny. Use a fairly big brush to colour in the score lines. Paint only a small section at a time, wiping away any paint that gets onto the model itself. A little paint out of place won't make any difference to the overall appearance.

CHIMNEY POTS

You can paint a black square onto the top of the chimney stack to represent an 'open' stack. Alternatively, you can make chimney pots out of lengths of drinking straw cut to size and painted.

BASES

Your models are printed on a high quality card and will last you for many battles if you are careful. However, to make your models more solid and durable it is a good idea to fasten them onto your own heavy card base. If you want to do this you must remember to leave extra tabs at the base of the building walls. If you have not left tabs on the bottoms of a building then you can easily make new tabs as follows. Take a piece of thin card and cut out a shape like this.



It must be as long as the wall of the building. Score the card along the middle and fold. Glue the card onto the wall to form a new tab. Repeat for each wall. Now you have a series of tabs that you can use to stick your building onto a base.

Tables can be decorated with scenic material, flock, lichen, cork and so on. Moss, ivy and other clinging vegetation can be glued directly onto the buildings if you wish.

ROOF UNDERSIDES

The undersides of roofs will appear white as they overhang the building walls. Viewed from above this makes no difference, however you might wish to paint this area a different colour using water-based paint. This can be done after assembly if you are careful, or before assembly if you wish. Let paint dry thoroughly before gluing. Do not use thinned paint, or too much paint, as this will cause warping.

CONVERSIONS

This is just the first of what we hope will be an extensive series of model building sets. A comparable building was included as part of the first Citadel Journal too. With several different buildings you can start to convert your own models into a different style from one set with bits from another. As your modelling skills grow you will find it easy to improvise new and interesting structures in this way. Good luck!

CARDBOARD CHARACTERS

The two sheets of cardboard characters provide you with sufficient scale to fight the Orc's Drift campaign, or to add to your existing model models to bulk-out your forces. Use a pair of scissors or a sharp modelling knife and ruler to cut them out (always use a safety straight-edge ruler rather than a normal or wooden ruler). The white cards are the correct size to represent a Warhammer base, and can be placed face down - either singly or in blocks of a convenient size.





COMMAND SHEET

The Dwarfs of Ashak Rise

The profiles for the Dwarfs of Ashak Rise are as follows:

Borinn Fimbul - Dwarf Chieftain

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	7	5	5	5	3	4	2	10	8	10	10

Borinn Fimbul carries a shield and wears mithril chainmail armour giving a saving throw of 4, 5 or 6.

He is armed with a two-handed axe and a repeating crossbow.

Snorinn Fimbul - Son of Borinn

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	6	5	5	5	2	2	1	9	8	9	9

Snorinn Fimbul carries a shield and wears chainmail armour giving a saving throw of 5 or 6 and a movement penalty of $\frac{1}{2}$ " giving a movement allowance of $2\frac{1}{2}$ ".

He is armed with a sword and a repeating crossbow.

Dwarf Clansmen of Ashak Rise/11 in unit.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	5	4	4	4	1	2	1	9	7	9	9

The Dwarf Clansmen wear chainmail armour giving a saving throw of 6.

They are armed with axes or swords and 5 of them carry crossbows (which 5 must be determined before the start of play).

COMMANDER'S BRIEF

It has been four months now, since you first discovered gold deposits in the River Cenla where it flows through Ashak Rise. Wisely deciding to desert the Army of The Grand League, you and your clansmen have been busily panning for gold since then. You have so far managed to keep your discovery a secret, as the road that runs through the rise is seldom used. You have already stockpiled 6 bags of gold nuggets and hidden them beneath the floorboards of your cabin in the centre of the rise. A constant watch is maintained at either end of the road. If anyone approaches, a bell is rung, enabling you to hide your prospecting equipment and dive for cover. Dwarfs love gold more than anything else and will fight to the death to keep it. Your objective is not to save the land but to take the money and run.

Also at the camp are three pack mules. Their profiles are:

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	-	4	4	1	2	1	1	1	2	3

Mules may attack by kicking (from the rear only), or biting (front only). Mules will only attack if hit first.



COMMAND SHEET

The Linden Way Militia

The profiles for the Linden Way Militia are as follows:

Mayor Leafwine - Captain of the Militia

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	3	1	4	1	8	9	9	8

Mayor Leafwine wears a metal breastplate giving a saving throw of 6.

He is armed with a double handed broadsword.

The Militia/25 in unit

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

The militia-men wear no armour. They are armed with pikes and swords and 5 of them carry long bows.

Also present at Linden Way are 10 civilians. Their profiles are:

The Storekeeper

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	1	3	3	1	3	1	5	6	9	9

He is armed with a wooden club.

Storekeeper's Wife

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	1	1	2	2	1	4	1	7	7	7	7

She is armed with a carving knife.

Stable owner

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	1	2	2	1	5	1	7	7	7	7

He is armed with a whip/fail.

Stable Boy

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	3	3	1	3	1	5	6	7	6

He is armed with a staff.

Baker

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	1	4	4	1	4	1	7	7	9	9

He is armed with a sword.

Busker

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	1	3	3	1	3	1	6	7	7	7

He is armed with a dagger.

Inn Keeper

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	1	3	3	1	3	1	7	7	7	7

He is armed with a dagger. The Inn Keeper is also subject to Alcoholism.

Inn Keeper's Father.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	1	4	4	2	3	-	9	9	9	9

He is armed with a walking stick.

Inn Keeper's Daughter

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	1	1	1	1	1	1	1	3	7	2	2

She is unarmed and subject to Frenzy should the busker be slain.

Serving Wench

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	1	2	2	1	2	1	4	8	7	4

She is armed with very sharp fingernails and is subject to Frenzy should the busker be slain.

COMMANDER'S BRIEF

You are leader of an emergency guard of citizens from the southern township of Meledir, tasked with guarding the settlement and roads of Linden Way. The usual guard of professional soldiery have been called south to defend the region around Ortar against the assault of the goblin hordes. Consequently, your own homes and families in Meledir are undefended. You are the only defence standing between any incursion from the north and your homeland.

COMMAND SHEET

The Wood Elves of Kachas Pass

The profiles for the Wood Elves of Kachas Pass are as follows:

Erdolas Thringal - Wood Elf Captain

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	7	4	4	3	9	3	10	10	10	10

Erdolas Thringal carries a shield and wears chainmail armour giving a saving throw of 5 or 6. There is also a movement penalty of $\frac{1}{2}$ " for armour encumbrance, conferring a movement allowance of $3\frac{1}{2}$ ". He is armed with an Elf Bow and a Sword.

Herrdill Merl - Wood Elf Lieutenant

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	6	4	3	1	7	1	8	9	9	8

Herrdill Merl carries a shield and wears chainmail armour giving a saving throw of 5 or 6. There is also a movement penalty of $\frac{1}{2}$ " for armour encumbrance, conferring a movement allowance of $3\frac{1}{2}$ ". He is armed with an Elf Bow and a Sword.

Wood Elves of Kachas Pass/25 in unit.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	6	1	8	9	9	8

The wood elves carry shields giving a saving throw of 6. They are armed with Elf Bows and short Swords.

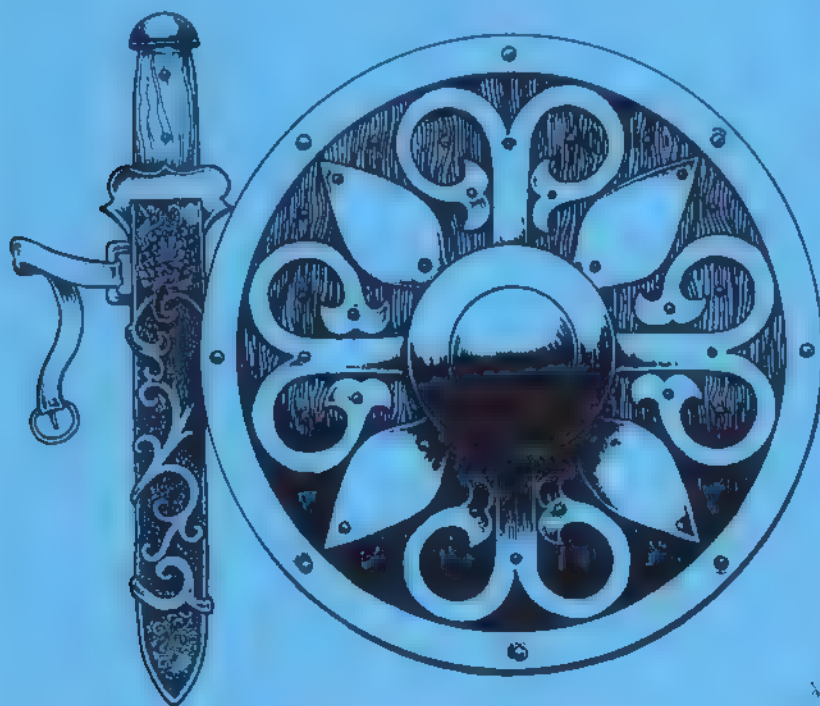
Special Note

Wood Elves incur no movement penalty when moving through forest.

COMMANDERS BRIEF

Your duty, in the service of the Grand League, is to guard the Kachas Pass against all intruders. But you Erdolas Thringal, are in the bitter throes of a savage death wish. Your illicit and adulterous affair with the queen of Elves at Fendal Forest has been discovered. Rather than face the shame and the scorn of your fellows back in Fendal you have accepted a self-imposed exile. Now, you wait only on a glorious death through valourous deed. Here in this unimportant garrison you wish on the chance to save your family's tarnished name and honour.

Also at the outpost is a captured Half-Orc spy, caught a few days earlier whilst trying to slip back into the mountains under cover of Fendal Forest. He is locked in the store-room. The Half-Orc has a lot of important information about the movements and plans of the Army of the Grand League. For this reason he must be closely guarded until the relief guard for the garrison arrives at the end of the week. When questioned the day before, the spy, (named Silas Meel) gave rise to your suspicions that an Orcish war patrol was operating somewhere in the surrounding region. For this reason you have despatched a night patrol of 10 Elves, plus your second in command Herrdill Merl, to try and scout them out. They are due to return in the morning. (Game turn 3). Meanwhile your garrison is understrength.



COMMAND SHEET

The Engineers of Osrim Chardz at Orc's Drift Only

The profiles for the Dwarf engineers are as follows:

Osrim Chardz - Dwarf Leader

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	7	6	4	5	3	5	3	10	9	10	10

Chardz carries a shield and wears mithril chainmail armour giving a saving throw of 4, 5 or 6. He is armed with a two-handed sword.

The Engineers of Osrim Chardz/11 in unit.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	4	5	1	2	1	9	7	9	9

The Dwarfs carry shields and wear chainmail armour giving a saving throw of 5 or 6. There is also a movement penalty of $\frac{1}{2}$ " for armour encumbrance conferring a movement allowance of $2\frac{1}{2}$ ". The Dwarfs are armed with military picks and non-military hammers, shovels or pick axes.

THE ARMY OF THE GRAND LEAGUE

The Army of the Grand League have been called east to the region around Ortar where a great host of Goblin tribes are at war with the inhabitants. Crossing the River Canls some two days ago you have been ordered to repair the stone bridge over the river which was damaged by the passage of the Grand League's army. The work is almost complete and in a few days you are due to march east and rejoin the main army. The Dwarfs are in an ill-tempered mood, put out at being left out of the main action in this way.

Also at the river is a unit of Elves, led by Brommedir. He is in command of the Grand League's supply base, an outpost known as Orc's Drift. Also in his charge is the army pay chest, containing 100,000 gold crowns, but Brommedir is being very secretive about its location. The Elven unit has been making a nuisance of itself. Bickering and dissension has broken out between the Elves and your Dwarfs, though the Elves seem to be the main offenders.

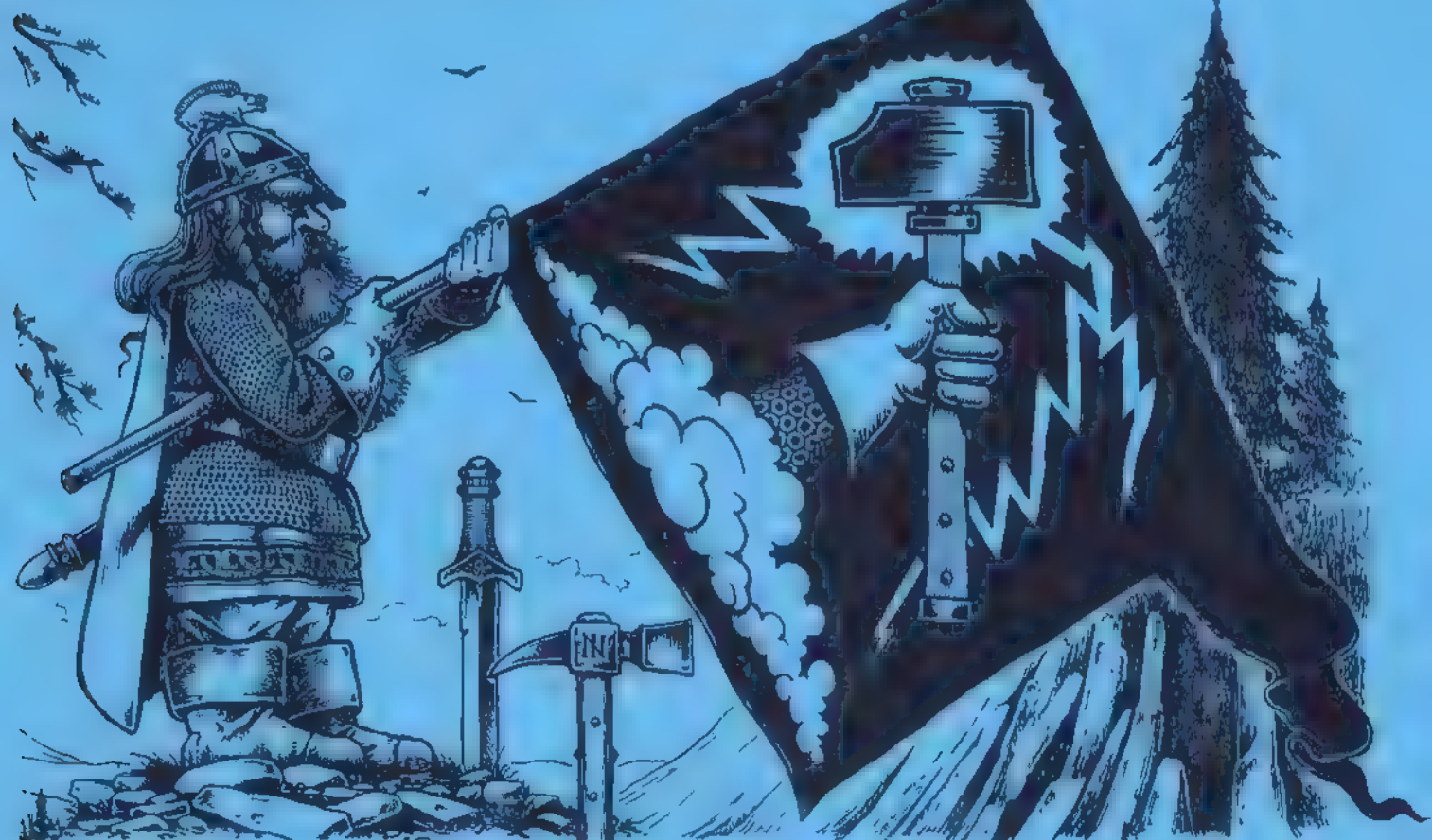
The other member of the garrison is a druid magician, Ferndale Snart. Early casualties from Ortar have been sent back to Orc's Drift which is doubling as a hospital, and Snart is here in the service of the Grand League as a Healer. Snart is usually drunk and spends all day staggering around the outpost, chanting his weird religious litanies and falling over a lot.

Not only is Brommedir a bit of an old fool, he is also as deaf as a post and annoying with it. Should trouble arise at Orc's Drift, you would be well advised to try and look after the gold. You would do well to remember the Elves are never very trustworthy. In a tight corner they will probably rush off into the woods and leave you holding the baby.

Such is the state of play when word suddenly reaches you of a sighting of Orca away to the north. They seem to be heading directly for the outpost. All at once it strikes you that this garrison is all that stands between an attack from the north and Ramellan Capital - Palessandro. You build a hasty defence for the outpost, a barricade of grain sacks, and pensively wait to see what the day may bring.

SPECIAL INSTRUCTION

The player - Brommedir will probably pretend to be more deaf than he really is. If he asks you to repeat yourself - ignore him.



COMMAND SHEET

Brommedir's Bows at Orc's Drift Only

The profiles for Brommedir's Bows are as follows:

Commander Brommedir - Elf Leader

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	7	4	4	3	9	3	10	10	10	10

Brommedir carries a shield and wears full plate mithril armour giving a saving throw of 3, 4, 5 or 6.

He is armed with a sword and an Elf Bow.

Brommedir's Bows/14 in unit

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	5	1	8	9	9	8

The Elves carry shields and wear chainmail armour giving a saving throw of 5 or 6. There is also a movement penalty of $\frac{1}{2}$ " for armour encumbrance conferring a movement allowance of $3\frac{1}{2}$ ".

The Elves are armed with Swords and Elf Bows.

COMMANDER'S BRIEF

The Army of the Grand League have been called east to the region around Ortur where a great host of Goblin tribes are at war with the inhabitants. Crossing the River Canis some two days ago, the Grand League General has left you in command of the supply base to his rear at Orc's Drift.

Also at the outpost is a unit of Dwarfs, led by Oerlm Chardz who have been repairing the stone bridge over the River Canis which was damaged by the passage of the Grand League's army. The work is almost complete and in a few days the Dwarfs will march east to rejoin the main army. The Dwarfs are in a bad mood, as always, having been left out of the main army action in this way. Bickering dissent and short tempered remarks are being exchanged between your Elves and the Dwarfs around the camp, though the Dwarfs seem to be the main offenders.

You have been left as a garrison guard to the Grand Army's supplies, but also in your charge is the army pay-chest containing 100,000 gold crowns. The chest is, at present, being kept in the barracks, but the sooner the paymaster collects it the better.

Also at the garrison is a druid magician, Ferndale Snart. Early casualties from Ortur have been sent back to Orc's Drift, which has been doubling as a hospital, and Snart is here in the service of the Grand League as a Healer. The old man wanders around the outpost all day, chanting and singing. Apparently, that's what druids are meant to do, but then so are lunatics. Snart is usually the worse for drink and his ritualistic shouting and glassy gaze are nothing less than unnerving. Chardz, your fellow commander, has been acting peculiarly. He is silent and uncommunicative. When he does speak to you he only mumbles.

This is not usual Dwarven behaviour and implies that he could be well up to something treacherous. You know how much Dwarfs love gold. Pay special attention to the pay chest. If it ever comes to a tight corner, watch out for your back. Has Chardz seemed a little over concerned as to the location of the chest...?

Such is the state of play when word suddenly reaches you of a sighting of orcs away to the north. They seem to be heading directly for the outpost. All at once it strikes you that this garrison is all that stands between an attack from the north and the Ramallian Capital - Palesandre. A hasty barricade is thrown up by the Dwarfs by way of defence for the outpost and you anxiously wait to see what the day might bring.

SPECIAL INSTRUCTION

As commander of Brommedir's Bows, you the player are considered to be Brommedir himself. He is a trifle deaf -- If the player Chardz says anything to you, make him repeat it at least once. Please do this however much it annoys him.



COMMAND SHEET

The Druid Ferndale Snart & his Patients at Orc's Drift Only

The profiles for the Druid Snart and his patients are as follows:

The Druid Snart Leader

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	2	5	1	8	8	8	9

Constitution 25

Mastery Level 4.

Snart wears no armour. He is armed with a Staff of Mastery. He is equipped with a pouch of healing herbs. These can cure most wounds but the effects take 2 - 3 days to work.

The Druid Snart begins play suffering from **Alcoholism** (see rules on Advanced Psychology, Page 56 of Combat, book 1 of Warhammer.

The patients of the Druid Snart are profiled as follows:

Bertolac - Human hero of the Grand League

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	2	5	2	8	8	8	8

Bertolac has removed his armour, but a shield is at hand giving a saving throw of 6. He is armed with a sword. He has a light head injury, giving a penalty of 1 on all profile characteristics.

Fembreth - Elven Warrior of the Grand League

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	7	1	8	9	9	8

Fembreth has no armour but has a shield giving a saving throw of 6. He is armed with an Elf Bow and two-handed sword. He is blind in one eye, giving a penalty of 2 on BS.

Gymlet - Dwarf Sergeant-at-Arms of the Grand League

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	5	4	4	4	1	3	1	9	7	9	9

Gymlet is armed with a wooden stick and axe.

He only has one good leg giving a penalty of $1\frac{1}{2}$ " on movement allowance. Gymlet can use his axe in combat for the first round of hand-to-hand combat only. He then spins and compulsorily falls over. It takes one entire player turn for him to struggle to his feet again and he may not re-enter combat until the following turn. The same applies to the use of his stick as an improvised weapon.

Bell - Dwarf Warrior of the Grand League

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	2	1	9	7	9	9

Bell has a chainmail shirt and a shield giving a saving throw of 5 or 6. He is armed with a mace.

He is suffering from battle-shock. Each turn throw a 1D6; a 1, 2 or 3 means that he is suffering from stupidity (see rules on Psychology, page 29 of Combat, Book 1, of Warhammer.

Four un-named human warriors of the Grand League.

NO PROFILE CHARACTERISTICS

These four warriors are critically injured and comatose. They cannot move unless carried.



COMMANDER'S BRIEF

The Army of the Grand League have been called east to the region around Ortar where a great host of Goblins are at war with the inhabitants. Crossing the River Canis some two days ago, the Grand League General has left at his rear a supply base called Orc's Drift. The defenders of this outpost are a unit of Elves led by Brommedir and a unit of Dwarfs under the command of Ogrim Chardz. The Dwarfs have been repairing the stone bridge over the River Canis which was damaged by the passage of the army. The work is almost complete and in a few days they will march east to rejoin the main army. The Dwarfs, irritated at being left behind in this manner, have focused their anger on the Elves. There has been no breakdown of discipline, but the atmosphere has become a little strained.

Early casualties from Ortar have been sent back to Orc's Drift which has been doubling as a hospital and you are here in the service of the Grand League as a healer. You are a druidic magician, a form of specialised wizard like a Necromancer or Illusionist, who draws power from a profound, religious worship of the forces of nature. You are a trifle squeamish however, and the healing of the sick is something that usually turns you away from the battle.

At the start of play, you are reaching for the second bottle of elderberry when word reaches you of a sighting of orcs away to the north. They seem to be heading for the outpost. All at once it strikes you that the injured who lay all around, safe in your care after the terror of war, are trapped at this outpost should an attack come. A hasty barricade has been thrown up by the Dwarfs by way of defence, made out of grain sacks and the two wagons. Your purpose becomes clear to you. The sick and suffering must be saved, taken away from Orc's Drift, south to Palesandre. For this you will need one of the wagons to carry those injured who cannot walk. Your objective for the game then, is clear.

Determination of Spells

You may choose your own spells (see Battle Magic, book 2 of Warhammer)

The spells available to a druid of mastery level 4 are as follows;

1 of battle magic spells of levels 1 and 2 (2 spells in total) 2 of elementalist spells of levels 1, 2, 3 & 4 (4 elementalist spells in total).

However, no druid may intentionally employ a spell in a manner likely to cause the death of any living creature.

Most druidic spells are unsuitable for battlefield use (druidic wizards are religious pacifists) but listed below is a choice of useful druidic battlefield spells. You may choose 2 of these in addition to your normal spell allowance. If you wish to use all 3 of the druidic spells, then the third must replace 1 of the other spells within your normal spell allowance.

DISPEL MAGIC

Spell Level 1

Energy 2

Description: Any form of magic used against the magician is dispelled within a 4" radius of the magician. The spell lasts for 1 game turn only.

ANIMAL MASTERY

Spell Level 1

Energy 1

Description: The magician casting this spell gains telepathic contact with any non-human creature of animal intelligence (i.e. horses, hounds, cattle etc.) and may command them accordingly.

CREATE BOG

Spell Level 1

Energy 4

Description: Magician may cause a mire, 1" x 4" up to 15" away from the caster. The bog counts as difficult ground and lasts for 3 game turns.

Staff of Mastery

Ferndale Snart also bears the Staff of Mastery a magical weapon with the following abilities:

Fear Raising the staff into the air causes fear in opponents within 3" radius.

Confusion Rotating the staff in the air causes all models within 3", except for the user, to become stupid. The creatures act as if they had just failed a stupidity test.

Sleep Attack Striking the staff on the ground can cause any individual within 4" to fall asleep, only one individual can be put to sleep at a time. The sleeper cannot be woken for 1D6 turns.

COMMAND SHEET

Severed Hand Orcs at Ashak Rise & Orc's Drift

The profiles for the Severed Hand Orcs are as follows:

Hagar Sheol - Severed Hand Chieftain

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	2	3	2	7	4	6	6

Hagar Sheol carries a shield and wears chainmail armour giving a saving throw of 5 or 6. There is also a movement penalty of $\frac{1}{2}$ " for armour encumbrance, conferring a movement allowance of $3\frac{1}{2}$ ".

He is armed with an axe.

Grashak Kra - Hobhound Handler

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	1	2	1	7	5	7	7

Grashak Kra is armed with a mace.

Hobhounds/10 in unit.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	3	3	1	3	1	8	4	8	8

Special Rules Bite attack. Must have a handler within 6" and will then test reaction on his characteristics. If there is no handler within 6" they will move towards and attack the nearest models of either side.

Severed Hand Orcs/30 in unit.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	2	1	7	5	7	7

The Severed Hand Orcs carry shields and wear chainmail armour giving a saving throw of 5 or 6. There is also a movement penalty of $\frac{1}{2}$ " for armour encumbrance, conferring a movement allowance of $3\frac{1}{2}$ ". They are armed with spears and swords, and ten carry bows.

COMMANDER'S BRIEF

By command of your overlord, King F'yar, you have been commanded to move down and out of the mountains and on to the rallying point of tribes of the Vile Rune and the Kwae Karr. You are to flush out all inhabitants on your way down. This objective must be achieved with as few losses as possible for this is only a preliminary to a major battle.

Your scouts have reported a small Dwarf encampment at the mountain pass of Ashak Rise. You must pass this way if you are to leave the mountains and reach Orc's Drift in time.

It is being whispered among the tribe that the Dwarfs have huge amounts of gold hidden somewhere in the area. Your own personal objective is to find the gold and make your rendezvous on time.



COMMAND SHEET

Vile Rune Orcs at Kachas Pass & Orc's Drift

The profiles for the Vile Rune Orcs are as follows:

Fangor Gripe - Vile Rune Chieftain

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	5	5	4	5	2	4	2	8	5	7	7

Fangor Gripe carries a shield and wears a metal breastplate giving a saving throw of 5 or 6. There is also a movement penalty of $\frac{1}{2}$ " for armour encumbrance, conferring a movement allowance of $3\frac{1}{2}$ ".

He is armed with a sword.

Guthrum Mane - Rock Giant

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
5	3	3	6	6	5	2	4	6	4	6	6

Guthrum Mane wears chain-mail and has a two handed glaive.

Vile Rune Orcs/40 in unit.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	3	3	3	4	1	2	1	6	5	7	6

The Vile Rune Orcs carry shields and wear chainmail armour giving a saving throw of 5 or 6. There is also a movement penalty of $\frac{1}{2}$ " for armour encumbrance, conferring a movement allowance of $3\frac{1}{2}$ ".

They are armed with spears and swords.

Special Note

Guthrum Mane the Rock Giant is subject to Alcoholism (see page 56, Advanced Psychology of Combat, book 1 of Warhammer).

COMMANDER'S REPORT

By order of your leader King F'yar, you have been commanded to destroy the garrison at Kachas Pass before moving out of the mountains and on to Orc's Drift, where you will meet up with the Orc tribes of The Severed Hand and The Kwee Kerr. This objective must be achieved with as few losses as possible for this is only a preliminary to a major battle. The Kachas Pass is garrisoned by a small unit of Wood Elves from Fendal Forest. During the night, your tribe was able to ambush an Elven night patrol and totally annihilate them. Consequently, the Elf garrison is at half strength, though the Elf Commander does not know this.

Your own personal objective is to locate and kill Silas Meel, a Half-Orc spy who is at present being held by the Elves at Kachas Pass. The spy knows that you opted out from the battle of Fendal Plain during Goblin Wars of last year. If word should get out, your chieftainship and probably your life, will be held as forfeit by both King F'yar and your own tribe.



COMMAND SHEET

Kwae Karr Orcs at Linden Way & Orc's Drift

The profiles for Kwae Karr Orcs are as follows:

Magyar Ironfist - Kwae Karr Chieftain

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	2	4	2	8	6	8	8

Magyar Ironfist wears a metal breastplate giving a saving throw of 6. He is armed with a two handed mace.

Bagrash - Kwae Karr Shaman Wizard Level 2

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	2	4	1	8	8	9	8

Constitution Points 20

Bagrash wears a chainmail shirt giving a saving throw of 6. He is armed with daggers (for throwing if desired). Spells may be chosen (see "Battle Magic", book 2 of the revised Warhammer box set).

Kwae Karr orcs/40 in unit

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	2	1	7	5	7	7

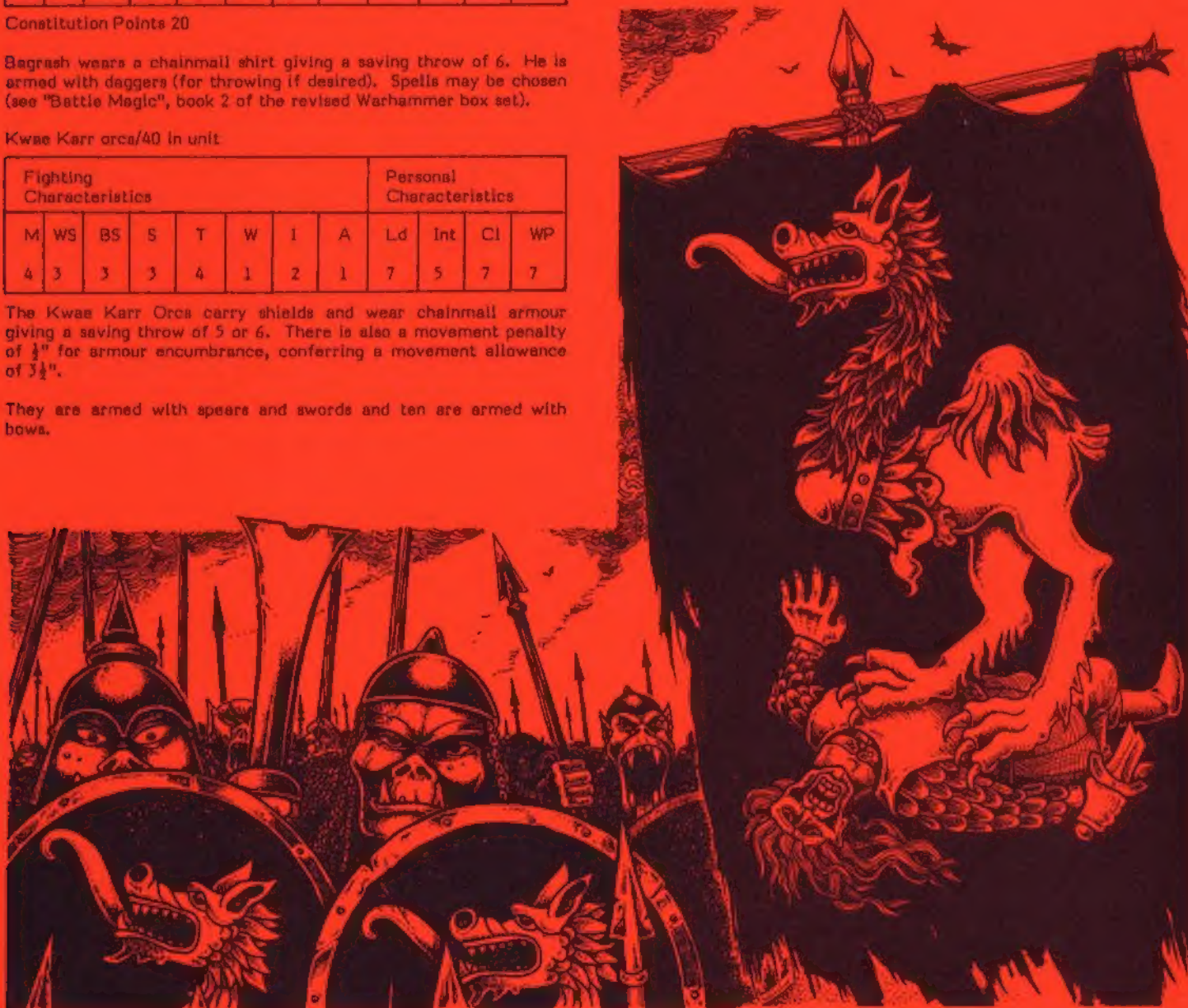
The Kwae Karr Orcs carry shields and wear chainmail armour giving a saving throw of 5 or 6. There is also a movement penalty of $\frac{1}{3}$ " for armour encumbrance, conferring a movement allowance of $3\frac{1}{2}$ ".

They are armed with spears and swords and ten are armed with bows.

COMMANDER'S BRIEF

By order of your old chief and tribesmen, you have been commanded to destroy the garrison and settlement of Linden Way before moving on to Orc's Drift, where you will meet up with the Orc tribes of the Vile Rune and the Severed Hand. This objective must be achieved with as few losses as possible for this is only a preliminary to a major battle. The Linden Way is garrisoned by human soldiery of little quality. On the face of it you have been given an easy command. This is nothing short of a veiled insult. King F'yar is surely trying to convince the other tribes of your lower standing.

He probably plans to oust you from your position as Chieftain. You must make a display of such wanton destruction and bloody slaughter that even King F'yar's reputation as "Kingslayer" would pale in comparison to the terror of "Magyar Ironfist, crusher of the north!" for your own personal objective is to try to assassinate King F'yar himself. Who knows, if King F'yar should die at Orc's Drift - then perhaps King Magyar.....?



COMMAND SHEET

King F'yar & the F'yar Guard

Profiles are as follows:

King F'yar - Orc Warlord

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	5	3	5	3	9	8	8	9

King F'yar wears full plate armour giving a saving throw of 5 or 6. There is also a movement penalty of $\frac{1}{2}$ ". For armour encumbrance, conferring a movement allowance of $3\frac{1}{2}$ ". He is armed with a Lance, a mace and a sword. King F'yar is a Wyvern Rider.

Wyvern - King F'yar's mount

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	0	5	6	3	1	3	4	4	4	4

Wyverns cause Fear in living creatures, under 10.

Wyverns fly as swoopers (see page 54, *Flying Creatures of Combat* book 1 of Warhammer). Wyverns have stomp attacks - and can attack all round.

The F'yar Guard/5 in unit

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	1	3	1	7	5	7	7

The F'yar Guard carry shields and wear full plate armour giving a saving throw of 4, 5 or 6. There is also a movement penalty of 1" for armour encumbrance conferring a movement allowance of 3". They are armed with Halberds, Swords and Shortbows.

COMMANDER'S BRIEF

As overall commander and self-proclaimed King, you're not likely to need a brief are you? But here are some points to keep in mind:

1. You may participate in one of the 3 preliminary scenarios, if you feel the need to add your own weight to the Orc tribe already designated for that area.
2. Discussion with your sub-commanders about overall tactics and strategy could prove valuable, especially at Orc's Drift.
3. Treachery within your own ranks is both possible and permitted.
4. Despite the large amount of troops at your disposal, they will all be needed; defensive positions are usually costly to attack even if you have numerical superiority.

GOOD LUCK!

